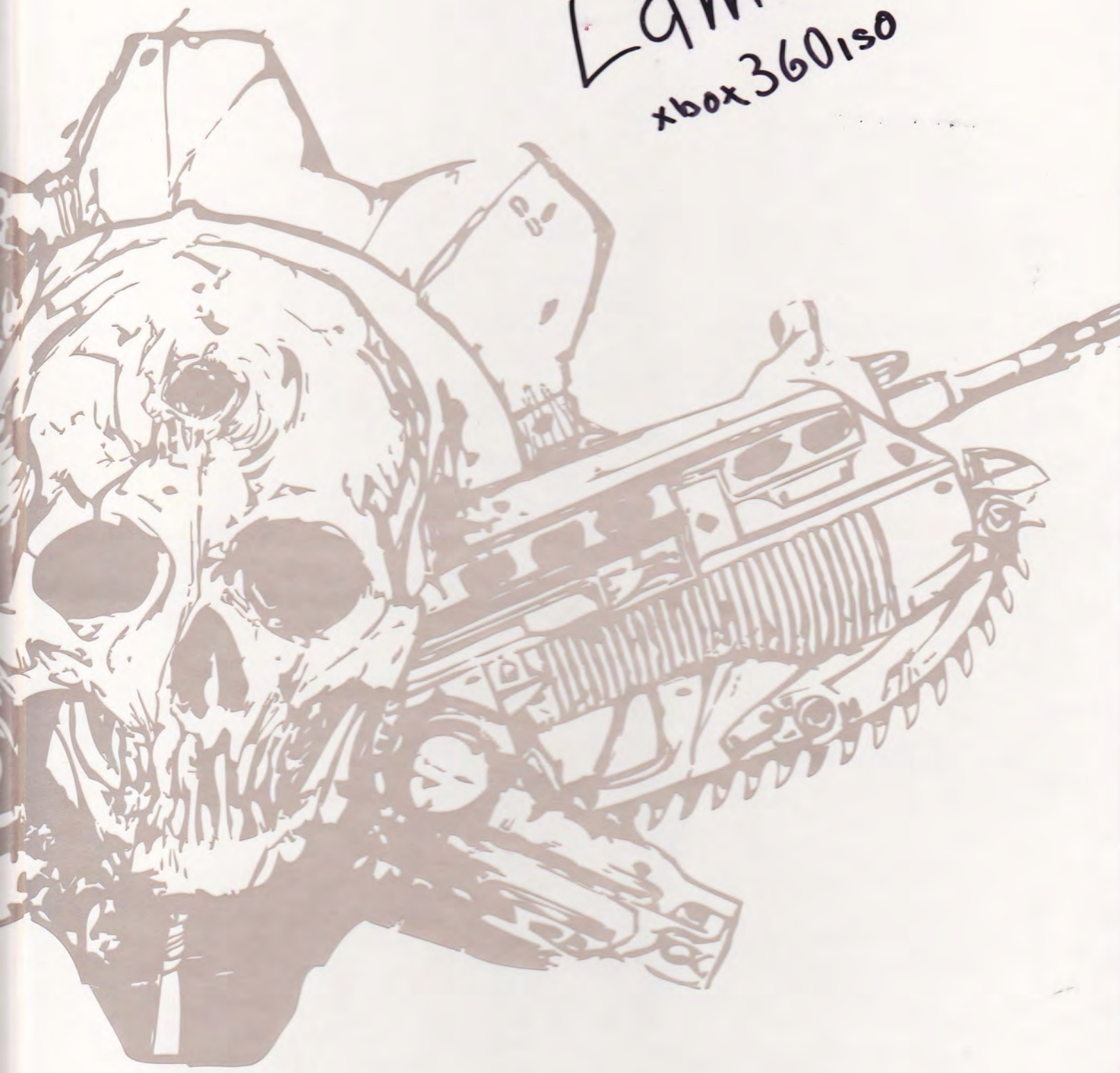
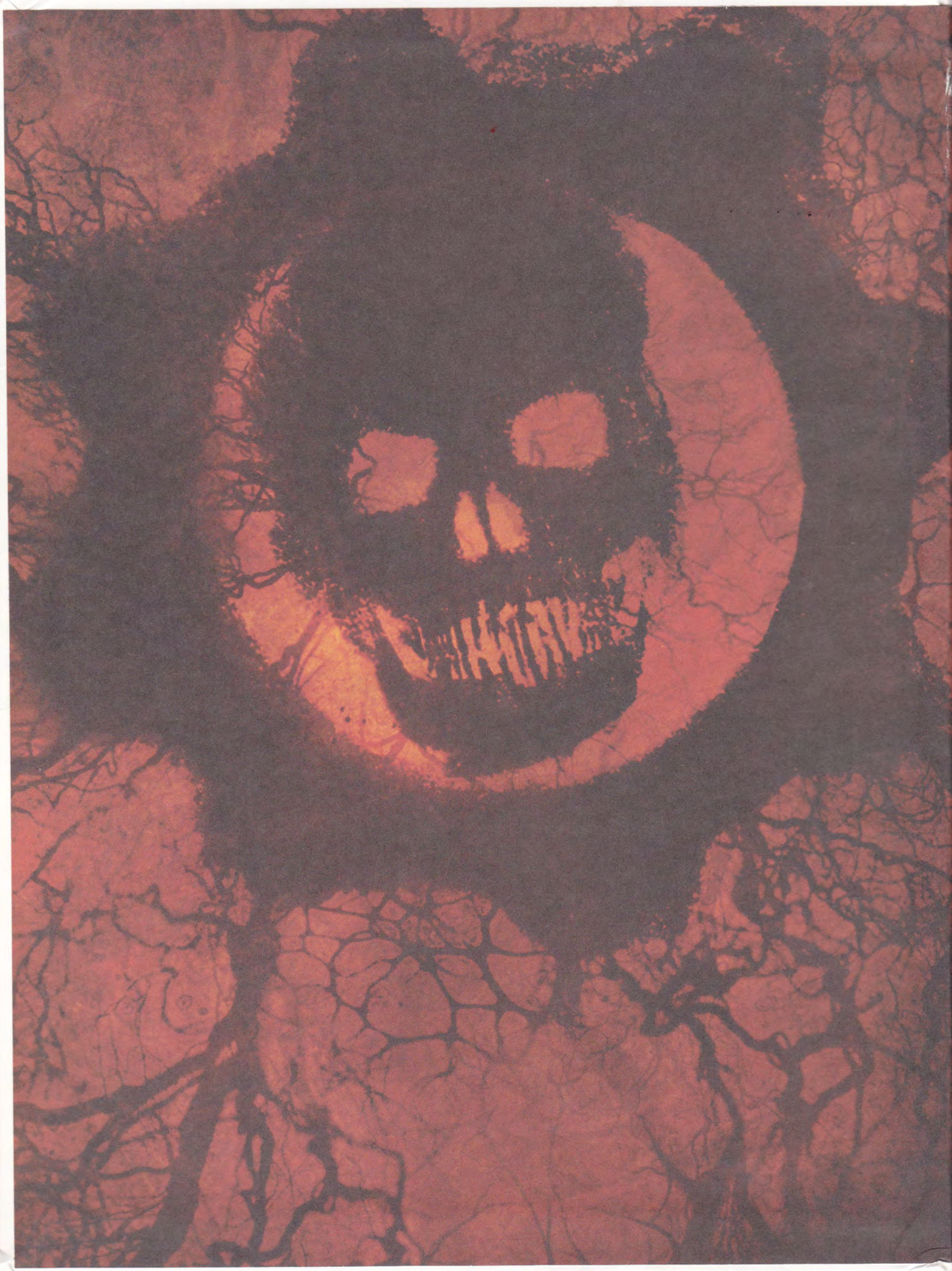
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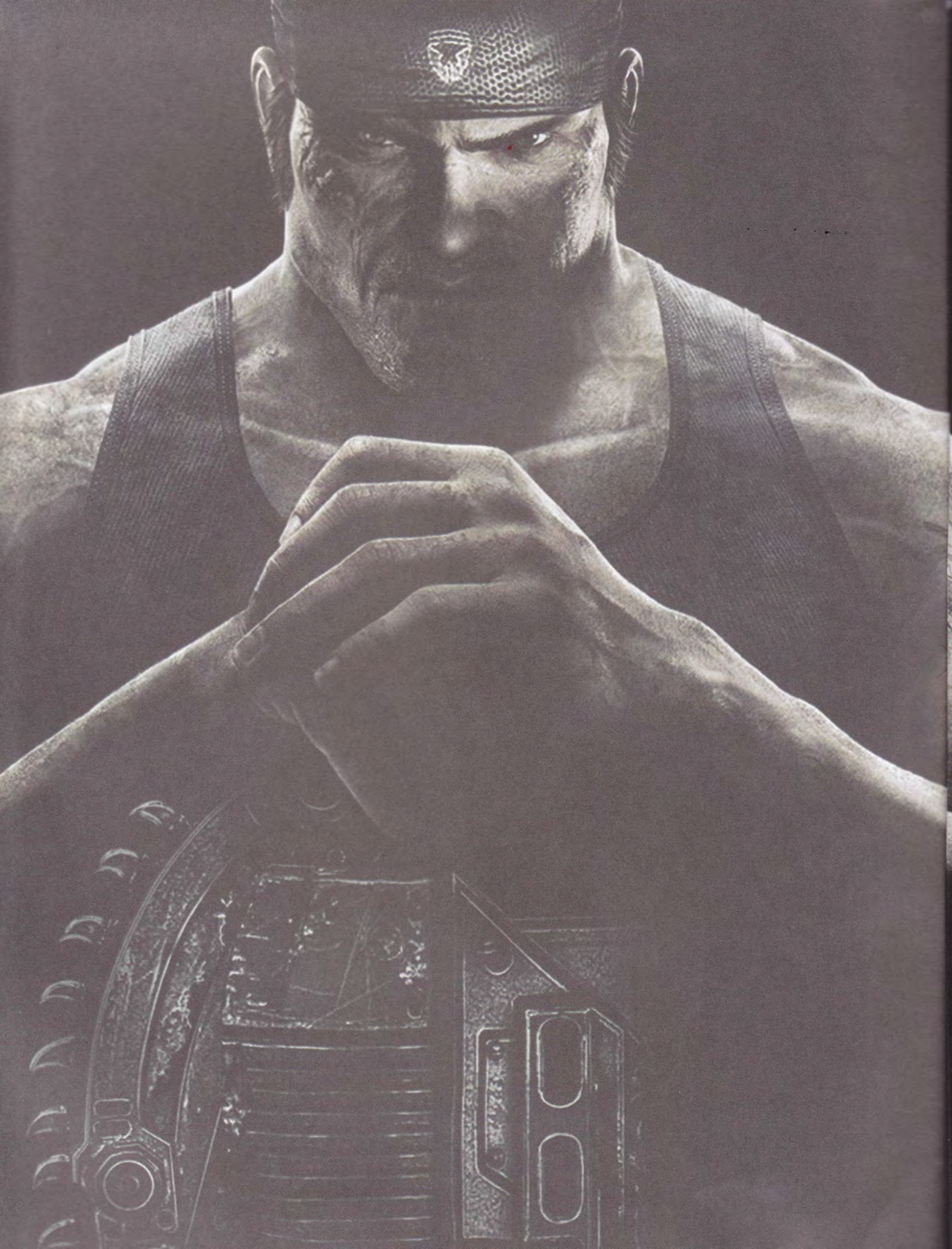


# GEARS OF WAR 3

LIMITED EDITION











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# WE'RE ALL STRANDED NOW

*Today, the Coalition of Ordered Governments ceased to exist. Chairman Prescott? He abandoned us some time ago. We can't pretend we're a government any longer.*

*It all began on E-Day. When the Locust emerged and overran us. We tried to stop them with the Hammer of Dawn—incinerating our own cities, killing millions of our own people. But the Locust kept coming.*

*The survivors from the Hammer strikes—the Stranded—didn't want anything to do with a government that sacrificed civilians. And after fifteen years of fighting, we even had to sacrifice the last human stronghold: Jacinto. We sank the city and finally stopped the Locust army. The war was finally over.*

*Reduced to refugees, we found a remote island where we could start again. But some things could never be rebuilt. The broken hearts… the broken minds.*

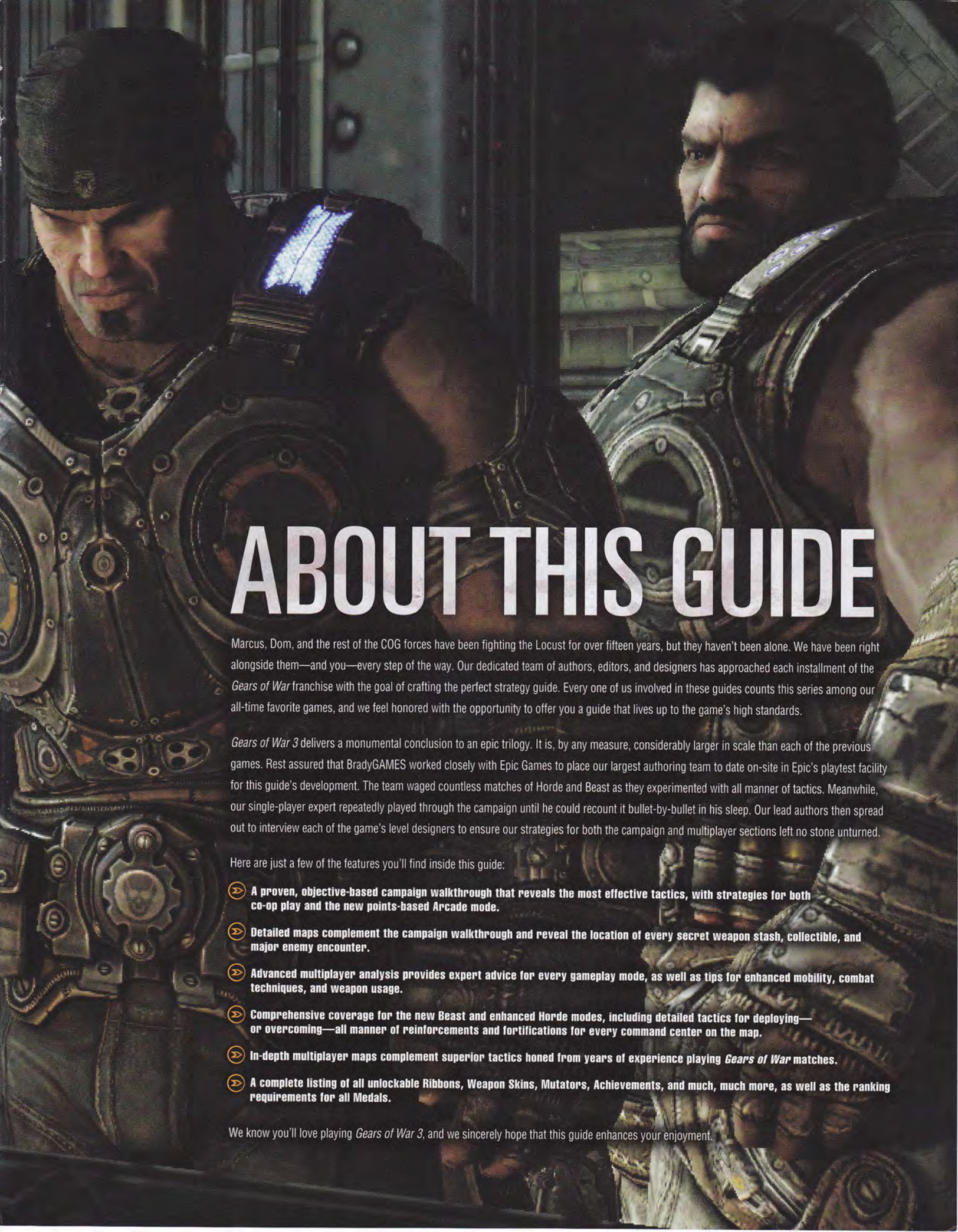
*Then a new enemy came after us, even worse than the last: the Lambent. Now they're spreading across Sera, killing everything in their path. We've held them off as long as we can, but we're out of options!*

*Our only hope now is to abandon the island and split up. Some of us are going to live on the remaining ships. Others want to risk going back to the mainland. Godspeed, Colonel.*

*Signing off.*

*The Former Lieutenant,*

*Anya Stroud*



# ABOUT THIS GUIDE

Marcus, Dom, and the rest of the COG forces have been fighting the Locust for over fifteen years, but they haven't been alone. We have been right alongside them—and you—every step of the way. Our dedicated team of authors, editors, and designers has approached each installment of the *Gears of War* franchise with the goal of crafting the perfect strategy guide. Every one of us involved in these guides counts this series among our all-time favorite games, and we feel honored with the opportunity to offer you a guide that lives up to the game's high standards.

*Gears of War 3* delivers a monumental conclusion to an epic trilogy. It is, by any measure, considerably larger in scale than each of the previous games. Rest assured that BradyGAMES worked closely with Epic Games to place our largest authoring team to date on-site in Epic's playtest facility for this guide's development. The team waged countless matches of Horde and Beast as they experimented with all manner of tactics. Meanwhile, our single-player expert repeatedly played through the campaign until he could recount it bullet-by-bullet in his sleep. Our lead authors then spread out to interview each of the game's level designers to ensure our strategies for both the campaign and multiplayer sections left no stone unturned.

Here are just a few of the features you'll find inside this guide:

- **A proven, objective-based campaign walkthrough that reveals the most effective tactics, with strategies for both co-op play and the new points-based Arcade mode.**
- **Detailed maps complement the campaign walkthrough and reveal the location of every secret weapon stash, collectible, and major enemy encounter.**
- **Advanced multiplayer analysis provides expert advice for every gameplay mode, as well as tips for enhanced mobility, combat techniques, and weapon usage.**
- **Comprehensive coverage for the new Beast and enhanced Horde modes, including detailed tactics for deploying—or overcoming—all manner of reinforcements and fortifications for every command center on the map.**
- **In-depth multiplayer maps complement superior tactics honed from years of experience playing *Gears of War* matches.**
- **A complete listing of all unlockable Ribbons, Weapon Skins, Mutators, Achievements, and much, much more, as well as the ranking requirements for all Medals.**

We know you'll love playing *Gears of War 3*, and we sincerely hope that this guide enhances your enjoyment.

# REPORTING FOR DUTY



## DELTA SQUAD

*Since Prescott's abandonment, the official composition of Delta Squad has become, shall we say, fluid. In fact, just about every division within the COG has fallen to pieces since Jacinto sank. Nevertheless, the desire to keep living unites all of mankind, and there's no single group of soldiers better suited to ensure the species' survival than the men and women charged with fighting alongside the remnants of Delta Squad.*

### MARCUS FENIX

**Focused, strong, and determined, Marcus Fenix is a natural leader who keeps his own problems to himself and continually puts his life on the line for others.**



The leader of Delta Squad and a celebrated war hero, Marcus Fenix has lived a life of contrasts. Coming from a rich and privileged family, he could have become an officer or avoided military service completely, but he chose to be an enlisted infantryman instead. When the Horde breached Jacinto Plateau's defenses, he defied orders to try to save his father. But he was too late. Not only did he fail to rescue Dr. Adam Fenix, but he was also sentenced to 40 years in Jacinto Maximum Security Penitentiary.

Four years into his sentence, Marcus was rescued by his best friend Dominic Santiago to rejoin the fight against the Locust Horde. Since then, he has been the solid foundation upon which the squad has been built. In spite of insurmountable odds and progressively higher stakes, Marcus has risen up time and time again to be the man many people look to for hope, inspiration, and direction.





## DOMINIC SANTIAGO

**Loyal, vocal, and faithful, Dom values selflessness and would do anything for the people he cares for. In spite of a series of unimaginable hardships, he's persevered and stuck by his friends.**

Loyalty best describes Dom, who has stood by his best friend Marcus Fenix in spite of heavy personal losses. While Dom started out as a vocal, colorful, and practical soldier, the constant war against the Locust Horde has started to take its toll. After losing his son and daughter in the Emergence Day cataclysm, and the death of his wife Maria, he's become withdrawn, and his sole focus in life is keeping Marcus alive.

If it hadn't been for Dom, Marcus would probably have died in Jacinto Maximum Security Penitentiary when the Locust overran it. Dom not only testified on his behalf to prevent Marcus's execution and get his sentence commuted, but also rescued him from prison and convinced Lieutenant Minh Young Kim to let Marcus join Delta Squad.



## AUGUSTUS "THE COLE TRAIN" COLE

**Charismatic, confident, and enthusiastic about everything, Cole knows what he's capable of and goes in without hesitation. He's the ultimate "can-do" man, baby!**

It's all about the game for Augustus Cole, a.k.a. "The Cole Train." No matter how bad things get, no matter how bleak the outcome, Cole's always amped up. An adrenaline junkie by nature, he used to be a star Thrashball player but he gave up his comfortable life to become one of the first to enlist after E-Day, after his family was killed. His aggression toward the Locust Horde definitely hearkens back to his competitive sports background.

One of Cole's favorite pastimes is ragging on Baird, who he's been serving with for years. Despite the verbal sparring, they're best buddies, and Cole would defend him to the end. Cole's irrepressible good humor and optimism has a big impact on the Gears around him, especially as things get even bleaker. When the sheer brutality of the war gets to him or he misses his folks, he makes sure he hides it and keeps everyone's morale high.



## DAMON BAIRD

**Sarcastic, smart, and sometimes a little selfish, Baird is definitely his own man. Still, he flourishes when he feels integral to the success of the group.**

While Baird is clearly not thrilled to be a soldier, he's remarkably good at it. Unfortunately, his poor attitude, short temper, and general unwillingness to take on any responsibility have gotten in the way of promotion. While he claims he's only interested in saving his own skin and is happier tinkering with machinery than being social, he plays a key role in Delta Squad, and they'd miss him if anything happened to him. And he'd miss them, but he'd sooner saw off his own leg than admit it. His acid sarcasm and complete lack of tact are his way of coping with fear.

Baird uses his intelligence as an important weapon against the Locust. Not only has he spent time studying and observing the Locust, but he also comes up with some creative ways to get rid of them. Baird is valued for his technical skills, which are just as sharp as his sarcasm.



## ANYA STROUD

**Anya was Delta Squad's controller before she became a frontline Gear. Delta Squad trusts her with their lives.**

It's not easy growing up in the shadow of a legendary mother, but Lieutenant Anya Stroud has become her own woman. The daughter of decorated, hard-charging Major Helena Stroud, she used to be the COG controller responsible for handling Delta Squad, providing them with communications, tactical information, and real-time combat data. But now the situation is growing desperate, she's fighting on the front line—and proving every bit as tough as her late mother.

Anya is intelligent, thorough, and reliable, and leaves nothing to chance. She's the kind of officer Gears trust with their lives. In CIC, Hoffman regarded her as his right hand. She's come a long way from the studious girl who provided the reassuring direction on every Gear's radio—she's out there with them, leading her own troops and taking on the Lambent.




## CLAYTON CARMINE

**Clayton Carmine is a veteran Gear, and it shows. There's a touch of sarcasm in his voice that makes him seem slightly standoffish. In combat, he's a brutal, aggressive soldier who excels at killing grubs.**

In the Carmine family, military service is simply an expectation. They don't do it because of a sense of duty, or honor, or patriotism, though such qualities are not in short supply; they simply love to shoot guns, blow things up, and never turn down a knock-down, drag-out fight.

Clayton Carmine is the embodiment of this philosophy. He is the quintessential Gear. Burly, confident, and ready to do what it takes to make sure every Locust in front of him is dead before he walks away. Clayton is the Gear that his younger brothers Anthony and Benjamin aspired to be.

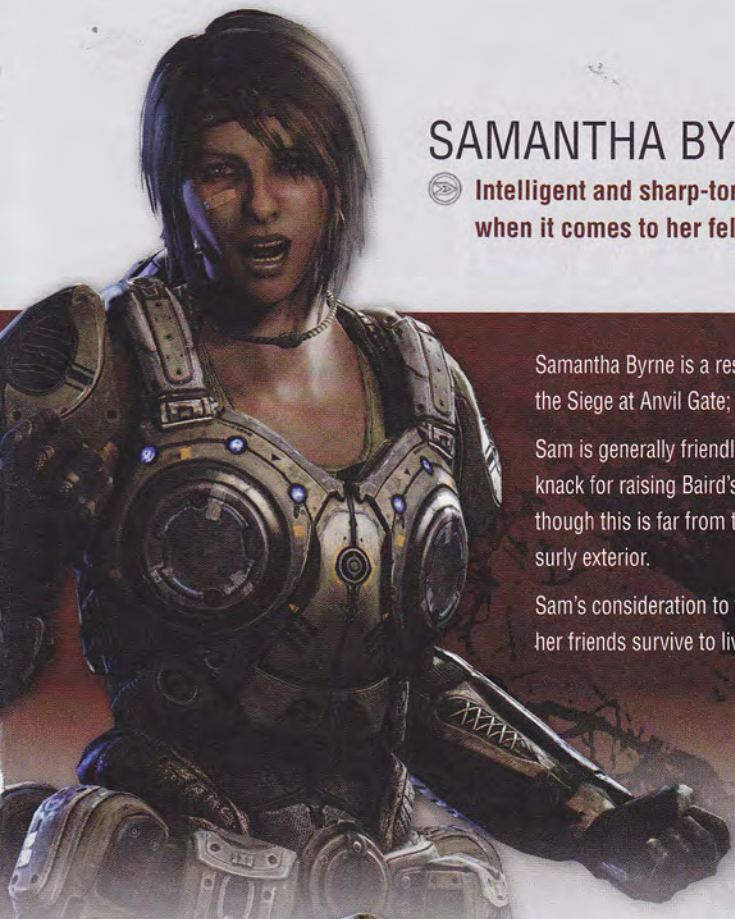
Clayton wears his standard-issue Gear helmet because he hates getting hit in the face with tiny splinters of bone as he saws through Locusts with the chainsaw bayonet on his Lancer.



## JACE STRATTON

**Even though he's determined and driven, sometimes Jace lacks confidence in himself. But with his painful background, it's not surprising that he's unsettled. He's a survivor.**

Being the youngest member of Delta Squad isn't easy, but Jace is figuring things out. There wasn't much of a time for childhood, at least not with the Locust slaughtering his parents when he was just a kid. The Gears have become his new family, and he's the embodiment of determination and grit. For Jace, war is all he knows, but that doesn't mean death doesn't still sting. He's still learning to cope, and his religious leanings help him in that respect.



## SAMANTHA BYRNE

**Intelligent and sharp-tongued, Sam is still charismatic and quite perceptive when it comes to her fellow Gears.**

Samantha Byrne is a resourceful, talented, and precise Gear. Her father fought alongside Victor Hoffman during the Siege at Anvil Gate; being a Gear is in her blood.

Sam is generally friendly and personable, though she may seem rough around the edges. She has a particular knack for raising Baird's ire. The two soldiers often share repartee that some may even mistake for flirting, though this is far from the case; Baird and Sam are simply passing the time by looking for chinks in the other's surly exterior.

Sam's consideration to the war and her role in it is straightforward. She does what she must so that she and her friends survive to live—and fight—another day.



## DIZZY WALLIN

**Dizzy's got no reason to love the COG—he was one of millions abandoned to die when Prescott deployed the Hammer of Dawn. But he serves anyway.**

Like most Stranded, Dizzy saw the COG as an enemy and preferred to scrape an existence in the camps. Then he was widowed and left to raise twin daughters. Reluctantly, he joined the COG through Operation Lifeboat, serving as a combat engineer in exchange for food, medicine, and care for his kids.

While Dizzy brews (and drinks) high-octane moonshine, and his language would make a sailor blush, he's a devoted dad who puts his daughters first. Even Gears who think the Stranded are vermin have come to respect Dizzy's guts and good humor. Apart from his daughters, the other love of his life is Betty, the massive grindlift rig that he drove on the battlefield.

# SUPPORTING CAST

*You don't have to be on the front line to play an important role in the battle. The following soldiers have over a hundred years of combined service in the COG. Though they may not be able to keep pace with the young guns of Delta, their remote support is invaluable—that is, when they can be contacted...*

## BERNADETTE MATAKI

**Bernie, a South Islander, is a veteran sergeant. A specialist sniper, she enlisted in the Royal Tyran Infantry during the Pendulum Wars and saw action in its key battles, including Aspho Fields.**

Bernie's bushcraft and survival skills earned her a place training Gears commandos. Badly wounded near the end of the Pendulum Wars, she returned home but her isolated island was cut off from the mainland on E-Day. The islanders escaped the Hammer of Dawn strikes that scorched most of Sera, but it was a long time before news reached Bernie that Gears were still fighting in Jacinto. She made her way back to rejoin her regiment, a harrowing journey by sea and on foot that took years.

Bernie is easy-going—even when Baird calls her Grannie—but don't be fooled by the gray hair and sympathy. She takes lethal revenge on anyone who harms her or her comrades. And when food's in short supply, she's been known to eat cats. Her forty-year friendship with Victor Hoffman has had its ups and downs.



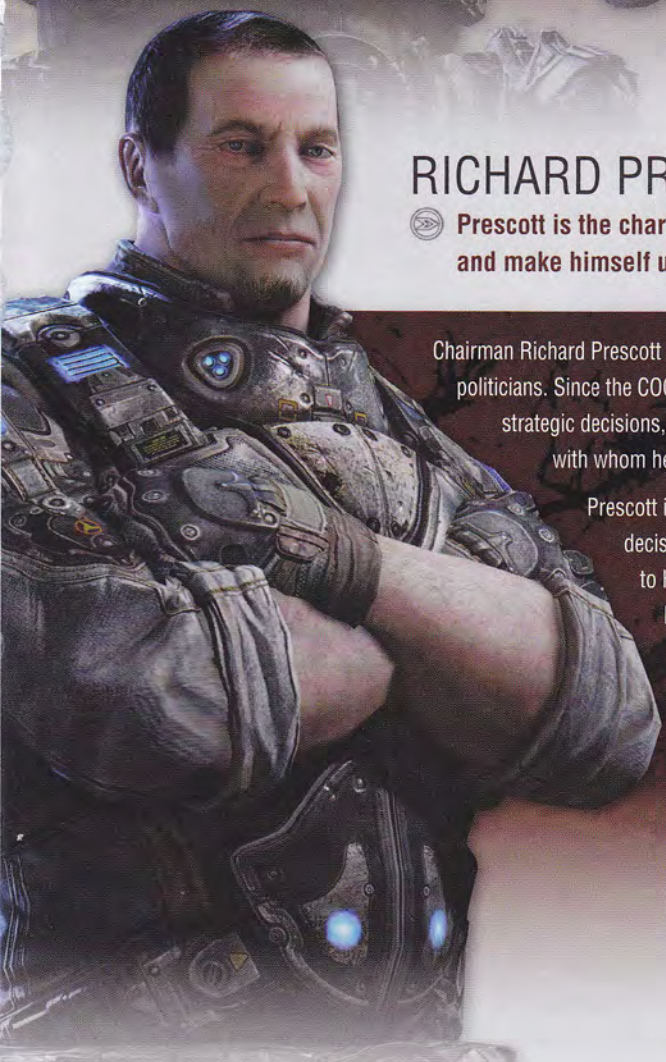
# VICTOR HOFFMAN

**Hoffman is a pragmatic, intelligent soldier and decorated veteran. Given a choice between sitting at a desk and wading through waist-deep mud to kill Locust, he'll take the Locust, thanks.**

Victor Hoffman is a natural warfighter who rose from the ranks to earn a commission, and he made his name as a new lieutenant thrust into command at the Siege of Anvil Gate. He has no interest in desk jobs. He'd rather grab his rifle and drop a few enemies than chair meetings.

When the Locust onslaught began, Hoffman already had a reputation for putting himself in the thick of the action. His willingness to fight on the front line endears him to his Gears, but his outspoken and abrasive manner upset politicians in the past and cost him further promotion. That suits him just fine.

Richard Prescott recognized him as a man willing to take tough decisions, and made sure he had him at his side. Now that the most senior commanders have been killed or have disappeared after years of war with the Locust, Hoffman has effectively become the COG's chief of the defense staff—not a post he enjoys or wants. But he'll do his duty.



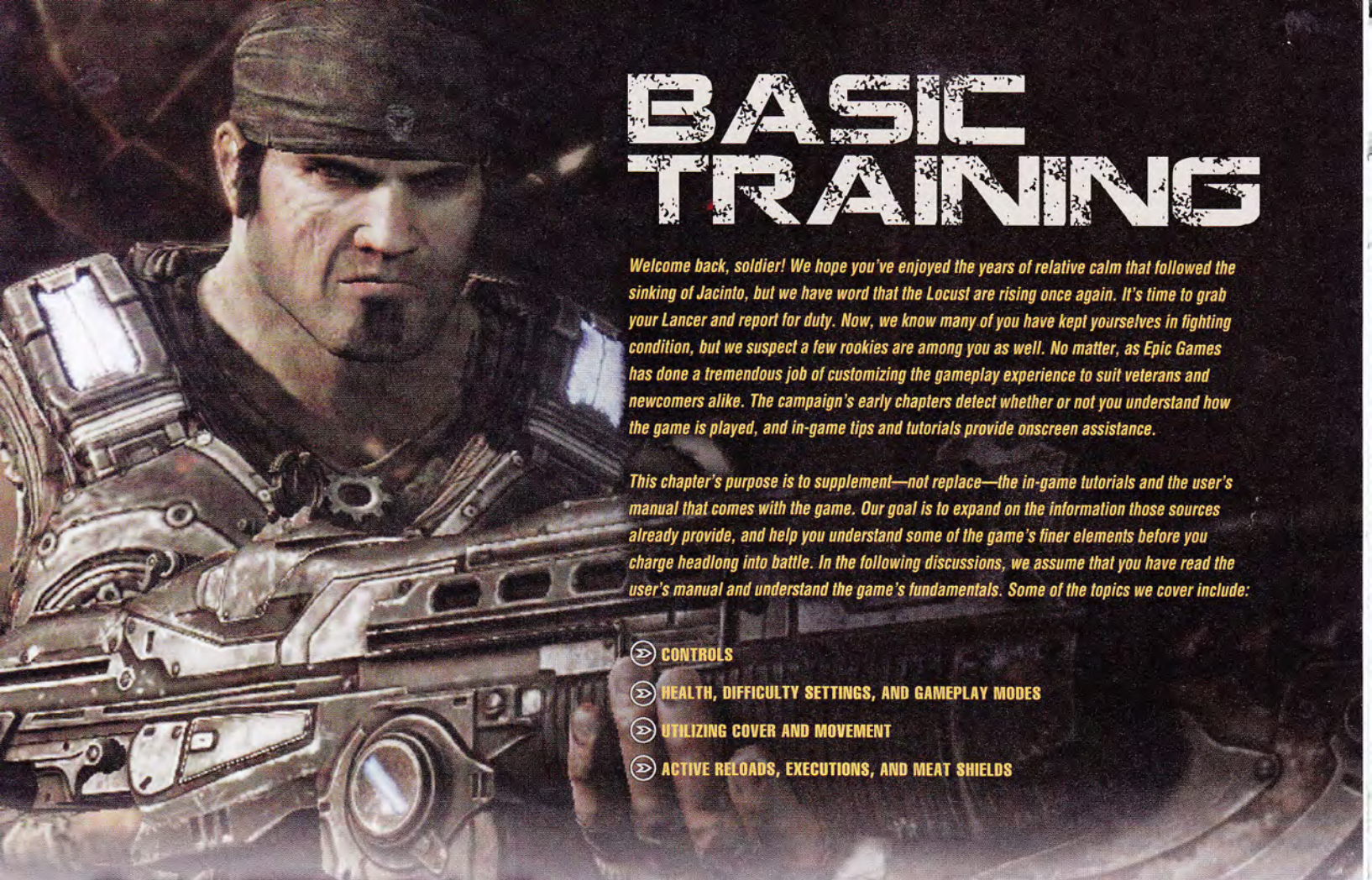
# RICHARD PRESCOTT

**Prescott is the charismatic leader of the COG who's prepared to make tough decisions and make himself unpopular if it means saving humanity.**

Chairman Richard Prescott is the leader of the Coalition of Ordered Governments, a gifted speaker from a dynasty of politicians. Since the COG military and government are virtually synonymous after Emergence Day, he's responsible for strategic decisions, such as the Hammer of Dawn strikes and Operation Hollow Storm. Colonel Victor Hoffman, with whom he has a tense working relationship, normally advises him.

Prescott isn't squeamish. Unleashing the Hammer of Dawn to stop the Locust advance was his personal decision, and he lives with the millions of deaths that it caused. He leaves the day-to-day operations to Hoffman and a team of senior officers while he focuses on the long-term plan to keep the COG's beleaguered survivors fed, housed, and protected. He'll do whatever it takes to make sure the human race survives on Sera—even if that means conscripting Stranded who hate his guts and doing deals with criminal gangs.

Richard Prescott learned hardball politics at his father's knee, and he's not the trusting kind. He never shows all his cards and he always has a Plan B up his sleeve. Need to know? If you don't, then Prescott won't tell you.



# BASIC TRAINING

*Welcome back, soldier! We hope you've enjoyed the years of relative calm that followed the sinking of Jacinto, but we have word that the Locust are rising once again. It's time to grab your Lancer and report for duty. Now, we know many of you have kept yourselves in fighting condition, but we suspect a few rookies are among you as well. No matter, as Epic Games has done a tremendous job of customizing the gameplay experience to suit veterans and newcomers alike. The campaign's early chapters detect whether or not you understand how the game is played, and in-game tips and tutorials provide onscreen assistance.*

*This chapter's purpose is to supplement—not replace—the in-game tutorials and the user's manual that comes with the game. Our goal is to expand on the information those sources already provide, and help you understand some of the game's finer elements before you charge headlong into battle. In the following discussions, we assume that you have read the user's manual and understand the game's fundamentals. Some of the topics we cover include:*

- **CONTROLS**
- **HEALTH, DIFFICULTY SETTINGS, AND GAMEPLAY MODES**
- **UTILIZING COVER AND MOVEMENT**
- **ACTIVE RELOADS, EXECUTIONS, AND MEAT SHIELDS**

# CONTROLS

The basic controls are simple to learn and very intuitive. *Gears of War 3* is a third-person shooter that utilizes many of the same controls you're likely familiar with from other games. Use the Left and Right Trigger buttons and Thumbsticks to control movement, aim, and fire your weapon. The A Button controls the game's trademark cover and movement system (see the following section), while the X Button serves as your all-purpose interaction button.

## DEFAULT CONTROLS

| COMMAND | ACTION |
|---|---|
| Left Thumbstick | Movement |
| Right Thumbstick | Look; Click to Zoom |
| Ⓐ | Roadie Run (hold); Roll (press while pointing with the Left Thumbstick); Enter Cover (press near cover); Pick Up Meatshield (press near a downed enemy) |
| Ⓧ | Interact; Use; Curb Stomp |
| Ⓑ | Melee; Grenade Tag; Chainsaw (hold while the Lancer is equipped); Retro Charge (hold while the Retro Lancer is equipped) |
| Ⓨ | Look at Point of Interest; Special Execution |
| L Trigger | Aim Weapon |
| R Trigger | Fire Weapon |
| Left Bumper | TAC-COM Display |
| Right Bumper | Reload/Active Reload |
| D-Pad | Weapon Select |

## COVER & MOVEMENT COMMANDS

| COMMAND | ACTION |
|---|---|
| Roadie Run | Hold Ⓐ |
| Right-Angle Turn | While Roadie Running, tap and hold Ⓐ while pointing the Left Thumbstick left or right |
| 180-Degree Turn | While Roadie Running, tap and hold Ⓐ while pointing the Left Thumbstick down |
| Enter Cover | Approach cover and press Ⓐ |
| Exit Cover | Point the Left Thumbstick away from cover |
| Cover Slip | Press forward with Left Thumbstick while at the edge of cover and press Ⓐ |
| Cover Swap | While in cover, point the Left Thumbstick toward another nearby piece of cover and press Ⓐ |
| Mantle | Point the Left Thumbstick toward low cover and press Ⓐ |
| Mantle Kick | Point the Left Thumbstick toward low cover with an enemy on the other side, and press Ⓐ to mantle and kick the enemy |



The way the characters move and use the surrounding terrain and architecture for cover is a hallmark of the *Gear of War* experience. You employ this sophisticated system of maneuvering across the battlefield with the A Button and Left Thumbstick. *Gears of War 3* introduces two subtle enhancements to the system: the ability to turn 90 degrees (and even 180 degrees) during a Roadie Run without breaking stride, and the ability to perform a mantle kick against enemies behind cover.

# CAMPAIGN MODES & DIFFICULTIES



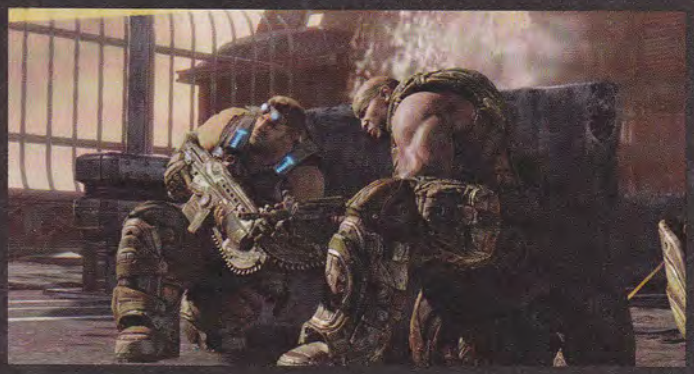
*Gears of War 3* contains no fewer than four primary gameplay modes, and each one features numerous options. These include Campaign, Multiplayer Versus, Horde, and Beast modes. There's simply no denying the incredible variety of available gameplay, but understanding it all may be a bit daunting for newcomers. The Multiplayer Introduction chapter later in this guide covers everything you need to know about playing the game's Versus, Horde, and Beast modes. Meanwhile, the remainder of this chapter focuses exclusively on Campaign mode, as well as some universal tips and tactics.

## CAMPAIGN

The main story campaign contains a single-player option, a Cooperative mode that allows you to play with up to three other people via Xbox Live, and even an Arcade mode that adds a scoring element to the mix. You can play Arcade mode alone or cooperatively with two to four players in total.

The campaign's story is divided into five Acts, each containing an average of six chapters. The campaign contains dozens of collectibles and Achievements that you can find and unlock in any of the three variants.

**SOLO PLAY: You control each chapter's primary protagonist, either Marcus or Cole. However, you don't have to fight the Locust and Lambent alone. The in-game AI controls the rest of the Gears. They help revive you, offer covering fire, and are even willing to trade weapons with you. Frequent checkpoints and auto-saves mean you never have to replay lengthy portions of the game if you fall victim to a Locust attack.**





### SPOT YOUR TARGETS

*One of the new additions to the series is the ability to "Spot" an enemy. Aim at an enemy and click the Left Thumbstick to tag it. A small icon appears above the enemy, telling your teammates, human or otherwise, to focus their fire on that particular target. Those who participated in the Beta test for the game have already experienced this helpful feature in Multiplayer mode. We're here to tell you that it's super helpful in the campaign too!*

**CO-OP:** Play with up to three of your friends. Players aren't required to have played through prior on their own, and each player is free to choose the difficulty setting that suits his or her skill. Players are divided across the four characters that star in any given scene, with the party host taking the lead role. In areas where the path splits, Players 1 and 2 split up to lead the way along separate paths. Player 3 accompanies Player 1, and Player 4 accompanies Player 2. Note that the game spawns additional enemies into some encounters when you play with three or four players.

**ARCADE:** Arcade mode plays similarly to Solo and Co-Op with the addition of a scoring system. The team contributes toward a single pool of points and a score multiplier. Each enemy and some objectives are worth a predetermined number of points. The more enemies you kill, the higher the multiplier grows, thus increasing the value of each kill. Be careful, though, as the multiplier meter gradually drains each time a player takes damage. The multiplier drops far more rapidly when a player is downed, forcing others to revive him quickly. Lastly, the multiplier resets to 1x if a player is killed in battle, and the game then resumes from a checkpoint.



## CAMPAIGN DIFFICULTY MODES

*Gears of War 3* features four different difficulty settings: Casual, Normal, Hardcore, and Insane. We recommend that newcomers to the series try the game's Normal difficulty, especially if they have previous action game experience. Those who are brand new to modern videogames should probably start on Casual mode, then adjust upward if it feels too easy. Veterans of the series, depending on their skill, should feel at home on Normal or Hardcore mode during their first play-through. Hardcore offers just enough challenge without too much frustration. Insane difficulty is best left to very experienced players, and only after they've completed Hardcore mode.

### *CAMPAIGN DIFFICULTY DIFFERENCES*

| | CASUAL | NORMAL | HARDCORE | INSANE |
|---|---|---|---|---|
| Player HP | 1410 | 900 | 420 | 210 |
| Player DMG | x2 | x1.6 | x1.3 | x1 |

As a rule of thumb, there are no global behavioral differences in the enemies throughout the campaign from one difficulty to the next. The differences are almost entirely statistical. In short, you inflict less damage and have less health on harder difficulty settings. This reinforces the need to stay in cover and keep your enemies at a distance. It also forces you to conserve ammo. Pick your shots carefully and practice those headshots!

### A HARDCORE WALKTHROUGH

*The strategies provided in this guide's campaign walkthrough are based on Hardcore mode. Those tactics apply to Insane mode as well, although players attempting the game's ultimate difficulty must take care to spend more time in cover and be more judicious in their weapons usage; enemies soak up a lot more bullets than on lesser difficulties. Enemy locations do not change, but you may encounter a slight increase in enemies during some encounters.*

### CRAWL AWAY!

*One gameplay difference between difficulty modes is the speed at which enemy units move in to execute you once you're downed. Enemies are in no rush to curb stomp you on the lower settings, but this isn't the case on Hardcore and Insane. If you get downed, crawl to a teammate quickly before it's too late!*



# NAVIGATING THE BATTLEFIELD

## UTILIZING COVER

Gameplay in the *Gears of War* series is based on using cover. Though you can achieve a fair amount of success on lower difficulties (and in multiplayer) by running and gunning, this simply does work on harder difficulties. Presenting your enemies as small a target as possible is imperative. Do this by standing or crouching behind solid objects such as walls, cars, sandbags, and other bulletproof barriers. Essentially, there are two types of cover: low and high.

## LOW COVER

Most cover falls into this category. As its name implies, low cover is any solid object behind which the player can take refuge, but is low enough to mantle over (i.e. hurdle). Low cover is generally waist-high and forces the character to crouch behind it for maximum protection. A small amount of the player is often exposed to standard enemies, but he or she can blind fire over the top of the object and even manually lean over the cover and aim, still concealing most of his or her body. It's also possible to move left and right along low cover and attack from different positions. Grenades can be blind tossed over the top of low cover.

Low cover is the most flexible cover to use, but it does leave the player vulnerable in several ways unique to *Gears of War 3*. For starters, enemies can now perform a mantle kick. It used to be impossible to mantle over a piece of cover if an enemy was on the other side. The same scenario now gives the aggressor a huge advantage! The mantle kick knocks the foe in cover backward into a stagger, giving the player mantling over the cover a perfect opportunity for a pointblank shotgun blast!



Low cover is also ineffective against certain types of Lambent. Gunkers can easily lob their Imulsion bombs over the top of low cover for a direct hit. Similarly, Drudges that undergo a leg or head mutation grow tall enough to attack directly over the top of the low cover. Enemies of normal humanoid height cannot angle their shots enough to hit enemies behind low cover, but taller enemies can quite easily.

## HIGH COVER

High cover refers to any solid object that's tall enough to provide complete coverage to a player standing behind it. As a rule, high cover offers more protection than low cover, but at the cost of maneuverability. High cover tends to be a solid wall or column, in which case the only areas from which to lean out and fire are the structure's obvious ends, such as at a doorway or on the left and right sides of a column.

Though the player can click the Left Thumbstick to manually crouch and keep his opponents guessing in that regard, he cannot blind fire over the top of the cover.



Players can blind fire from the sides of high cover and even cover swap between two adjacent pieces of tall cover. That said, high cover does somewhat limit your field of view and can make it difficult to spot an enemy moving along your flank. Nevertheless, high cover does provide near-absolute protection from taller enemies such as a mutated Drudge or the Gunker's lobbed Imulsion bombs.



# ENEMIES IN COVER

The Gears aren't the only ones who know how to use cover; the Locust are more than capable of employing many of the same techniques described above. Grenadiers and Palace Guards are particularly savvy when it comes to using cover. The campaign walkthrough includes case-by-case tips for flushing enemies from cover, but you can employ a few general-purpose strategies throughout the game.

**Depending on the weapons in your possession, it sometimes makes sense to keep your distance and target an enemy while it's in cover. Wait for it to expose itself during an attack, and quickly counterattack. This works best with a precise weapon, such as the Hammerburst or Longshot. Enemies often reveal a small portion of themselves when they crouch behind low cover—take the shot!**

**An ideal way to expel an enemy from behind cover is by spotting and flanking. Spot the enemy to focus your squad's fire on the foe. This will likely keep the enemy pinned down and may even soften him up. This gives you time to flank the enemy safely. Use cover to move up alongside the enemy to get a clean shot at it from a lateral position. You can do this without spotting the enemy, provided the area is large and the enemy is distracted. Otherwise, he might see you coming.**

**Explosives provide another excellent way to force an enemy out of cover. Lobbing an Incendiary Grenade, Frag Grenade, or dropping a Mortar shell onto the enemy's area almost certainly sends him fleeing if it doesn't kill him outright. Take care when you do this to avoid wasting the grenade. Try to bounce the grenade off cover behind the enemy or to his side. Pay attention to the trajectory indicator, which shows where the grenade will ricochet.**

# GEARS ON THE RUN



Movement is yet another aspect that sets the *Gears of War* series apart from others. Players can make their characters sprint, otherwise known as Roadie Run, but they can also use the cover system to wall bounce, cover slip, and slam into cover faster than the character can run. These techniques are actually far more important in Multiplayer mode than they are in the campaign. While you may have to run for your life occasionally in the campaign, these moments are few and far between. It's often much safer to take a slower, more methodical approach to combat in the campaign. Keep your enemies at a distance, and sweep across the battlefield to play the angles before you advance. While staying in cover for too long in multiplayer will likely get you killed, leaving cover too soon in the campaign yields a similar result.

Mastering the art of steering your character in a Roadie Run serves you well during the campaign. Practice 90-degree and 180-degreen Roadie Run turns, and always tap the A Button when you approach cover to slide into it from several steps away. Though staying in cover and picking off enemies from the safety it affords serves you well, it's important to move with urgency when you're outside of cover.

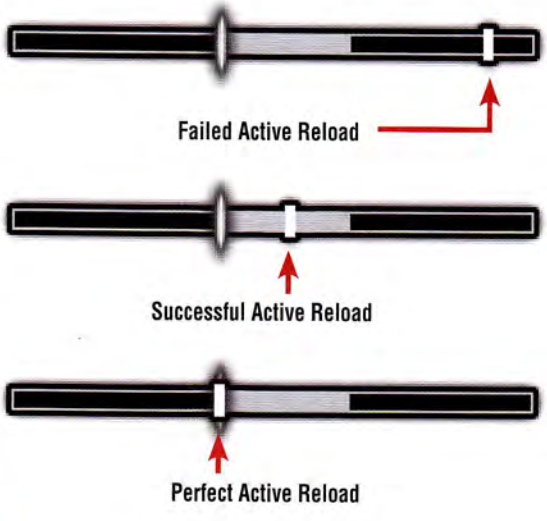
For a more advanced discussion of movement's intricacies in *Gears of War 3*, please consult the Multiplayer Introduction chapter later in this book. It contains an expertly detailed breakdown of the numerous ways to move across the landscape using the cover system to your advantage.

# COMBAT: THE FINER POINTS

Rather than risk overwhelming readers with a wealth of complex details about weapon usage, ranged combat, and enemy behavior in this section of the book, we've shifted much of that information to their respective chapters. Our goal is to introduce advanced tactics gradually throughout the campaign walkthrough, so players who are new to the series can use those concepts on the spot. Nevertheless, we'd be remiss if we didn't discuss Active Reloads, Executions, and Meatshields before we send you off into combat.

## ACTIVE RELOADS

There are two ways to reload your weapons in the game: you can press the Reload button and wait for the process to conclude; or you can tap the Reload button to start the process, and then tap it a second time as the needle moves into the gray area to perform an Active Reload. The second method results in a much faster reload process.




The Active Reload meter appears on the screen's upper-right corner. As soon as you press the Reload button (or once the weapon runs out of ammo), the needle moves across the meter from left to right. Pressing the Reload button a second time while the needle is in the black area results in a failed Active Reload. This actually *prolongs* your reload process. You'll undoubtedly grumble alongside the character on the screen when this happens.

Stopping the needle inside the meter's gray area counts as a successful Active Reload, speeding the reload process. There's a third option: the Perfect Active Reload. Stop the needle on the sliver of white within the success zone to execute this feat. It speeds your reload and bestows a weapon-specific bonus. Perfect Active Reloads often yield a 20% damage bonus for the reloaded rounds, but some weapons benefit in other ways, such as increased range or a faster firing rate. Whatever the bonus, it doesn't last forever—rather, it wears off after several seconds. See this guide's Campaign Arsenal and Multiplayer Arsenal chapters for the specific bonuses attributed to each weapon in the respective play mode.

Performing an Active Reload isn't hard once you get the hang of it. Each weapon's meter varies, along with the success zone's width. Monitor the needle's progress as you first get familiar with this system. Before long, you'll simply know the pace and be able to do it instinctively without looking.



### EMPTY THE CLIP

**Make room for the Perfect Active Reload's more potent rounds by firing off some of the bullets already in your magazine. This is a great way to give yourself an edge when you head into battle against a tough foe. Shoot some rounds at nothing in particular, and then perform a Perfect Active Reload to gain plenty of high-damage rounds. Use them fast, as the effect wears off after several seconds.**

# EXECUTIONS

Not every enemy dies immediately after you deplete its health. As long as a headshot or an explosion doesn't kill them, humanoid Locust (Drones, Grenadiers, Palace Guards, and so forth) drop to their knees in a state often referred to as DBNO (Down But Not Out). As with the Gears, Locust that are DBNO try to crawl toward their teammates with the hope of being revived. In the absence of nearby Locust, they try to crawl behind cover, hoping to be revived or to eventually bleed out.

You can finish off a downed opponent from distance, but it's much more fun—although a bit risky—to rush in for an execution. You can perform multiple types of executions. For instance, you can simply melee a downed enemy to kill it. You can also switch to a pistol and line up a true execution-style shot to the head from pointblank range. Another option is the old-fashioned curb stomp, made popular in the original *Gears of War*. Approach the downed enemy and press the X Button to perform the curb stomp. On top of all of this, there are also weapon-specific executions.

You can use each weapon in the game, including heavy weapons, to perform a special one-of-a-kind execution. Yes, even the Mortar! Down an enemy, switch to the weapon you wish to use for the execution, and then hold the Y Button as you stand next to the downed enemy. These animations tend to take several seconds, and they leave you extremely vulnerable as they run their course. It's best to refrain from executions until you're sure no other enemies are nearby.



### MULTIPLAYER EXECUTIONS

*Consult the appendices in the back of this book to learn how to unlock each weapon's execution for Multiplayer mode. All executions are available in Campaign mode without having to unlock them.*

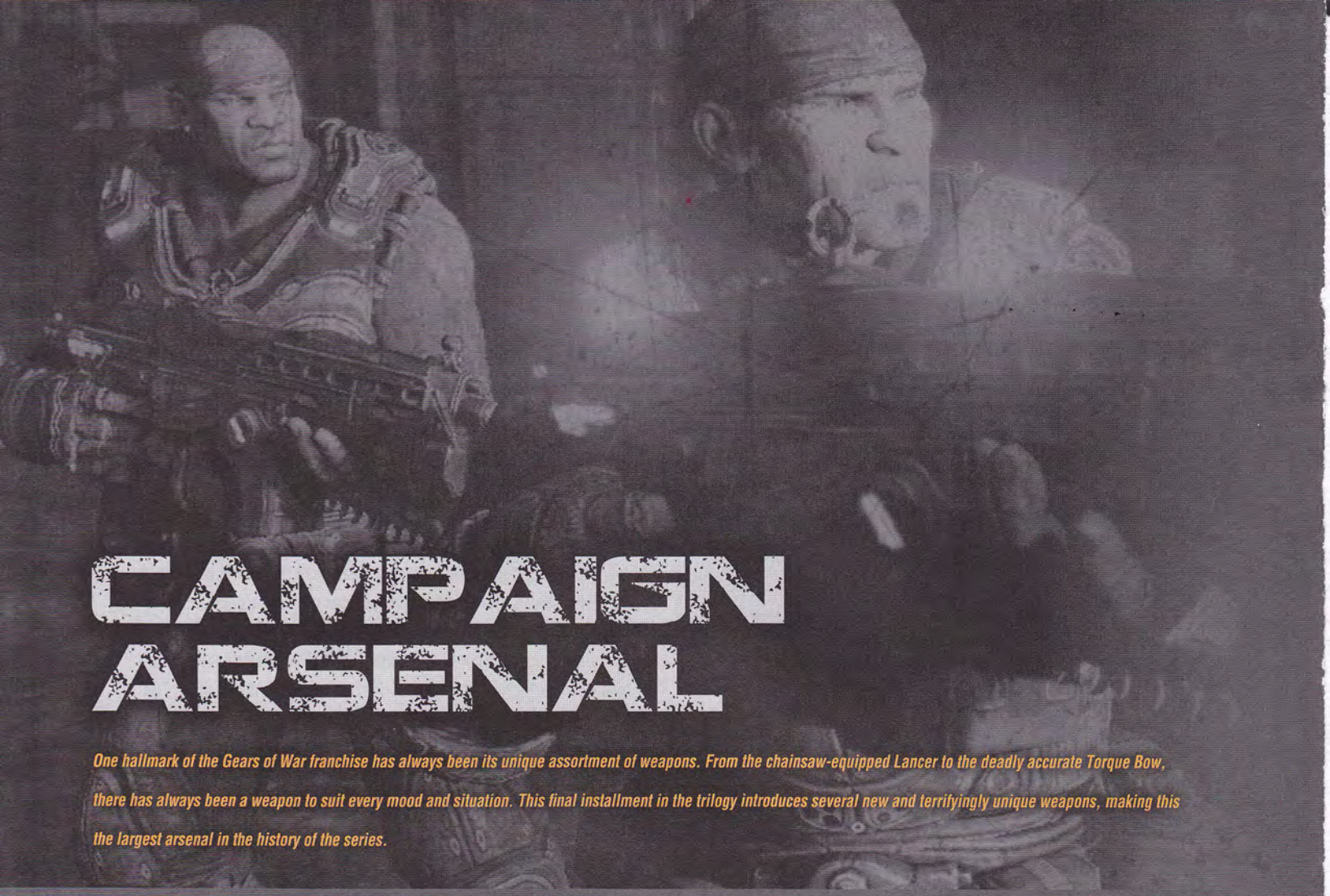
# MEATSHIELDS

As fun as it may be to perform an execution, it's a terrible waste of a perfectly good bullet sponge. Why kill a downed enemy when you can use it as a meatshield? Press the X Button while you stand next to a downed enemy to take it hostage as a meatshield. Using a meatshield is a lot like wielding the Boomshield. With a meatshield in tow, you can use only a pistol, and shuffling along behind a meatshield significantly limits your mobility. Meatshields have been known to save the lives of hostage takers. Meatshields can soak up a Torque Bow discharge and even absorb a close-range Gnasher blast. The meatshield eventually disintegrates as it continues to take damage. You can also drop the meatshield by switching weapons or by pressing the X Button to make your character snap its neck. Don't worry about freeing a meatshield, as the enemy technically "dies" as soon as you grab it.



## BAG AND TAG

New to *Gears of War 3* is the ability to plant a grenade in your meatshield's back and kick it toward a group of enemies. To perform this wonderfully satisfying technique, simply walk with your meatshield toward a target until you're about five yards from it. Tap Up on the D-Pad to plant a grenade in the meatshield's back. Your character then kicks the meatshield forward toward the target in time for the grenade to detonate. As with many advanced techniques, you can perform a Bag and Tag in both the campaign and in multiplayer. They tend to play a greater role in multiplayer, if for no other reason than to humiliate human opponents.



# CAMPAIGN ARSENAL

*One hallmark of the Gears of War franchise has always been its unique assortment of weapons. From the chainsaw-equipped Lancer to the deadly accurate Torque Bow, there has always been a weapon to suit every mood and situation. This final installment in the trilogy introduces several new and terrifyingly unique weapons, making this the largest arsenal in the history of the series.*

As any Gears veteran can attest, the campaign and multiplayer modes are played so differently and at such a vastly different pace, that it's almost hard to believe they're the same game. Epic Games goes to great lengths to tune and balance the weapons accordingly for each of these separate experiences. As such, this guide contains two wholly unique Arsenal chapters, one for the campaign and one for multiplayer.

This chapter discusses how the weapons behave in the campaign: each weapon's vital statistics, the benefits of a successful Active Reload, and how to use each weapon effectively at various ranges. Though it's possible to complete the campaign while relying on only a few familiar weapons, we strongly recommend you branch out to experience all of the tools at the COGs' disposal—even the ones crafted by the Locust.

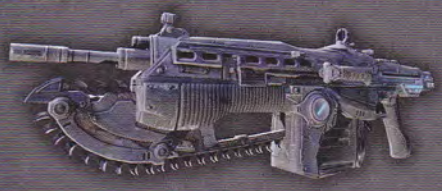
The Multiplayer Arsenal chapter provides even greater analytical discussion of these weapons. Though that chapter is tailored specifically to the online battlefield's rigorous demands, mastering the skills outlined in that section will certainly aid you in the campaign as well.

# PRIMARY WEAPONS

- **PLAYERS CAN CARRY UP TO TWO PRIMARY WEAPONS INTO BATTLE. THESE WEAPONS ARE TWO-HANDED DESIGNS.**
- **PRIMARY WEAPONS ARE ASSIGNED TO THE LEFT AND RIGHT WEAPON SLOTS, ACCESSED VIA THE D-PAD.**
- **PRIMARY WEAPONS INCLUDE ALL ASSAULT RIFLES, SHOTGUNS, AND EACH OF THE SPECIALTY POWER WEAPONS, SUCH AS THE LONGSHOT AND TORQUE BOW.**
- **THE DEFAULT LOADOUT INCLUDES A SHOTGUN AND ASSAULT RIFLE. MANY PLAYERS EAGERLY WANT TO SWAP OUT ONE FOR A TORQUE BOW OR BOOMSHOT WHEN THEY GET THE CHANCE. CONSIDER THE ENVIRONMENT AND THE TYPE OF ENEMY WHEN YOU DECIDE WHICH STANDARD WEAPON TO FOREGO.**

## LANCER

MAGAZINE SIZE 60 | MAX AMMO 420 | RATE OF FIRE 550/M | RELOAD SPEED FAST



In many ways, the Lancer has been every bit the face of the *Gears of War* franchise as Marcus Fenix and the Locust. This chainsaw-equipped assault rifle has long been the workhorse in the war against the Locust. Now, thanks to an expanded magazine that holds 20% more ammo, the Lancer is deadlier than ever. Furthermore, the Lancer gains the largest damage boost from a perfectly-executed Active Reload of any weapon.

The Lancer offers a near-perfect blend of power, accuracy, and range that makes it a solid choice in many situations. The Lancer can provide suppression fire at range, but it really comes into its own at medium-to-close range. Its stopping power is where it really excels against other weapons in its class.

The Lancer can down an exposed enemy quickly, and its under-barrel chainsaw attachment provides instant lethality at close range.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 102 | 133 | 82 | 106 | 66 | 86 | 51 | 66 |

*Active Reload increases the damage dealt by 30%.*

### FIELD NOTES

**Long Range:** The Lancer can certainly hit its mark at long range, but damage and accuracy trail off the further the bullet travels. This results in a large expenditure of ammunition. Use the Lancer to suppress long-range targets, while you and your squad move into a more lethal range. Or pair the Lancer with a Longshot or Torque Bow for maximum effectiveness across all distances.

**Medium Range:** This is where the Lancer truly shines. Its high rate of fire, massive magazine clip, and above-average accuracy make it an excellent choice against exposed enemies. It can be blind fired with moderate accuracy from cover. It's relatively stable on the move, though it's better to employ hit-and-run tactics as you move from cover to cover to close the distance. The Lancer can down all but the toughest foes fairly quickly, and can often hit a small, exposed piece of an enemy behind cover.

**Close Range:** The Lancer has plenty of stopping power at close range—and a chainsaw melee attack for extreme close range—but players must be cautious when running headlong into a close-quarters encounter. Though the Lancer can win many point-blank duels, it will lose out consistently to an enemy armed with a Gnasher or Sawed-Off Shotgun. Check to see what enemy your target is wielding before closing on him. Backing away a few steps and hip-firing with the Lancer is the perfect counter to a shotgun.

## RETRO LANCER

MAGAZINE SIZE 30 | MAX AMMO 210 | RATE OF FIRE 500/M | RELOAD SPEED FAST



Leave it to the Locust to show up on the surface and immediately repurpose old COG equipment. The Retro Lancer makes its debut in *Gears of War 3*, despite predating E-Day. It exists throughout the campaign, both as a lone weapon pick-up and mounted alongside three others just like it on a Multi-Turret. You can thank the Savage Locust for that…

The Retro Lancer has just half the standard Lancer's ammo capacity and a slightly slower firing rate. It's also wildly inaccurate compared to the other assault rifles and must be fired in short bursts except at very close range. So why would anyone use it? Because it's extremely powerful, that's why. Its baseline damage rating is more than twice that of the Lancer! The Retro Lancer also features a lethal under-barrel bayonet attachment that allows players to make a long-distance, high-speed charge to impale an enemy—though this is arguably a more useful tactic in multiplayer.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 240 | 288 | 192 | 230 | 156 | 187 | 120 | 144 |

*Active Reload increases the damage dealt by 20%.*

### FIELD NOTES

**Long Range:** The Retro Lancer is not suited for long-range targets, except perhaps as a noise-maker. Though a stray bullet may hit its mark, the weapon's low accuracy and smallish magazine make it a poor choice for long-range combat. Its ammo is too valuable at shorter distances to be used for suppression. Move in closer or switch weapons.

**Medium Range:** The Retro Lancer's lethal stopping power begins to reveal itself at medium distance, though only if the target is outside cover. Aim for the enemy's torso for the best odds, and continue to close the distance until you're within 15 to 20 yards. This is also the maximum distance from which you should attempt a bayonet charge. Even then, try this only against enemies that are unaware of your intentions.

**Close Range:** The Retro Lancer can drop an enemy at close range in moments. Its power and fire rate are too much for all but the toughest foes to overcome. Even the Retro Lancer's notorious inaccuracy is no concern inside 10 yards. The Retro Lancer is the only weapon with which you *might* want to take on a shotgun-wielding foe with at close range—it's one of the rifle's main strengths. Note that the bayonet charge requires roughly five yards to perform—don't try it standing adjacent to your target.

## HAMMERBURST

MAGAZINE SIZE 20 | MAX AMMO 140 | RATE OF FIRE 250/M | RELOAD SPEED FAST



The Hammerburst is the Locust's answer to the Lancer, a standard-issue assault rifle that its Drones can rely on in a variety of combat situations. Though its name hasn't changed, the burst has been stripped away—the Hammerburst now fires in fully-automatic mode, though at a rate less than half that of the Lancer and Retro Lancer. Skilled players will find they can achieve a faster firing rate semi-automatically by rapidly squeezing the trigger.

Though the weapon's six-round burst is gone, it's every bit as powerful and accurate as it ever was. The Hammerburst has a higher baseline damage than the Lancer, though it's lower than the Retro Lancer. The Hammerburst also now includes iron sights that assist in lining up a potential headshot when you zoom in on an enemy. The Hammerburst doesn't have the Longshot's range or power, but you can achieve headshot kills with it. The Hammerburst's modifications, not to mention the prevalence of its ammo, make it a fine weapon to carry throughout much of the campaign.

***DAMAGE STATISTICS***

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 172 | 206 | 138 | 165 | 112 | 134 | 86 | 103 |

*Active Reload increases the damage dealt by 20%.*

### FIELD NOTES

**Long Range:** Of the three assault rifles, the Hammerburst is best suited to long-range combat, but only marginally. The inclusion of iron sights and the ability to fire individual rounds allow you to conserve ammo while you pressure a distant foe. Nevertheless, damage decreases at range, and lethal strikes are unlikely.

**Medium Range:** The Hammerburst is deadly at medium range. Its accuracy, power, and precision make it well suited to enemies in and out of cover, as well as those on the move. This is the ideal distance from which to aim for headshot kills.

**Close Range:** The Hammerburst can inflict heavy damage on an enemy at close range, but its slower firing rate may bring about your downfall if you go against an enemy with a shotgun or Retro Lancer. Either switch weapons, fall back into cover, or aim for the head—and cross your fingers.

# SHOTGUNS

## GNASHER

MAGAZINE SIZE 8 | MAX AMMO 39 | RATE OF FIRE 60/M | RELOAD SPEED MODERATE



The Lancer may be one of the most identifiable weapons in gaming, but the Gnasher has long been a workhorse for *Gears of War* players, particularly those battling in the game's multiplayer arena. Though you're unlikely to use the Gnasher as much in the campaign as in multiplayer, it's a near-perfect close-range weapon. It's an excellent complement to any rifle or power weapon.

The Gnasher is standard issue for many Locust Grenadiers, which means ammo is rarely in short supply. The Gnasher is the preferred weapon for dealing with smaller, nimbler enemies, like Wretches, Polyps, and Tickers. The Gnasher is most effective outside of cover, against enemies in open terrain or on the move. It's also great against enemies that are in cover; switch to the Gnasher and mantle-kick an enemy, then immediately open fire with the Gnasher for this newfangled, two-part kill!

***DAMAGE STATISTICS***

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 1000 | 1200 | 800 | 960 | 650 | 780 | 500 | 600 |

*Active Reload increases the damage dealt by 20%.*

### FIELD NOTES

**Long Range:** The Gnasher does very little damage, if any, at long range. Save your ammo and either close toward the enemy or switch weapons.

**Medium Range:** The Gnasher is surprisingly effective at medium range, particularly against exposed enemies closing in on you with an assault rifle or pistol. You can blind fire the Gnasher from behind cover, but we don't recommend it. If you lack a suitable weapon to switch to, take the risk and aim manually from behind cover.

**Close Range:** Few weapons are more at home at a particular range than the Gnasher is at close range. The Gnasher's wide pellet spread makes it unnecessary to aim manually. Instead, fire the Gnasher from the hip and keep moving.

# SAWED-OFF SHOTGUN

MAGAZINE SIZE 1 | MAX AMMO 12 | RATE OF FIRE 20/M | RELOAD SPEED SLOW



If you thought the Gnasher made a mess of the Locust, wait until you see this newest addition to the COG arsenal in action! The Sawed-Off Shotgun has but a single-shot capacity and a very long reload process. However, it packs enough power to obliterate two Locust with a single blast.

The Sawed-Off Shotgun has five times the Gnasher's baseline damage, but it has just a fraction of a standard shotgun's range. The Sawed-Off Shotgun is the ultimate risk-reward weapon, in that you must get very close to your target for it to be effective, and that is always a risk. It's best to switch to the Sawed-Off Shotgun when you move in on enemies armed with long-range power weapons, or against enemies unaware of your approach. Never approach a Gnasher-wielding Locust with the Sawed-Off Shotgun; it's too easy for the enemy to deliver lethal damage from outside your range.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 5000 | 5000 | 4000 | 4000 | 3250 | 3250 | 2500 | 2500 |

*Active Reload increases reload speed only.*

### FIELD NOTES

**Long Range:** You'd be better off hurling insults than firing the Sawed-Off Shotgun at a long-range opponent. Switch weapons immediately or find another enemy to target.

**Medium Range:** Don't be lulled into thinking the Sawed-Off Shotgun has the same range as the Gnasher—it doesn't. It's not even close. Even enemies at medium range are still too far away to use the Sawed-Off Shotgun.

**Close Range:** No weapon is better at close range than the Sawed-Off Shotgun, with the emphasis on *close*! The Sawed-Off Shotgun's double-barrel blast fires a spread wide enough to eviscerate two enemies with a single shot. But you must be within two to three steps of your targets, as the damage drops off precipitously beyond five yards. Even at this range, we still don't recommend using this cannon of a boomstick against enemies in cover.

## POWER WEAPONS

# LONGSHOT

MAGAZINE SIZE 1 | MAX AMMO 24 | RATE OF FIRE 60/M | RELOAD SPEED MODERATE



The Longshot is the ultimate long-range weapon in the *Gears of War 3* arsenal. This sniper rifle allows you to put a bullet between a Grenadier's eyes with pinpoint accuracy from a hundred yards out. Its powerful scope fills the screen with even the most distant Locust's ugly mug. There are no gravitational or wind effects to worry about—just point, aim, and fire! The Longshot delivers one-shot kills to any humanoid enemy you hit in the head.

Campaign mode is an excellent place to practice your sniping with the Longshot. Consider pairing this weapon with an assault rifle or Gnasher for much of the campaign. This allows you to pick off a couple of distant Locust before the battle moves to a more intimate range.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 750 | 825 | 600 | 660 | 488 | 536 | 375 | 413 |

*Active Reload increases the damage dealt by 10%.*

### FIELD NOTES

**Long Range:** This is the ideal range for using the Longshot. Slide into cover, shoulder the Longshot, and use the weapon's impressive optical scope to pan for enemies. Take a moment to fix the crosshairs on the target's head and fire away. The Longshot's accuracy allows you to deliver deadly force to enemies in cover, even if only a small piece of their armor protrudes from cover.

**Medium Range:** The Longshot can be effective at medium range in the right hands, but this is an advanced play. Resist the urge to use the zoom, and try to "no-scope" your enemy instead. Aim for the target's torso if he's closing on your position. The slower rate of fire is a liability in medium-range skirmishes. Try to put distance between you and your foe, or switch to another weapon.

**Close Range:** You shouldn't use the Longshot at close range. Though it inflicts more damage at short distance, its slow rate of fire makes using it an extreme liability. Go in for the melee attack, switch weapons, or get out of there!

# TORQUE BOW

MAGAZINE SIZE 1 | MAX AMMO 12 | RATE OF FIRE 60/M | RELOAD SPEED MODERATE



The Torque Bow is the Locust's go-to weapon for medium-long-range combat. This crossbow-like device fires an explosive-tipped arrow that can stick into enemies and surfaces alike. The explosives then erupt after a slight delay. The explosion is large enough to kill multiple foes with a single shot, provided they're congregated within the blast radius. A Perfect Active Reload increases the blast radius.

The key to using the Torque Bow lies in its name. You must hold the trigger long enough to fully *torque* the bowstring. Otherwise, the arrow will not stick into the target. Watch the orange targeting reticule as it draws into a straight, taught line. That's your signal that the Torque Bow is ready to fire. Though an under-charged arrow may ricochet off hard surfaces, trying to bounce one over cover is extremely difficult with any consistency. The Torque Bow is the favored weapon of Palace Guards, and it's available throughout much of the campaign. Pair it with the Hammerburst or Lancer for an exceptional answer to most every situation.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 1416 | 1770 | 1133 | 1416 | 920 | 1151 | 708 | 885 |

*Active Reload increases the size of the blast radius and splash damage by 25%.*

## FIELD NOTES

**Long Range:** The Torque Bow isn't bad at long range, but its lack of a scope makes it more difficult to use than the Longshot from this distance. The need to draw the bowstring—and an orange glowing bolt tip that everyone on the battlefield can see—makes it even harder to hit a long-range target quickly.

**Medium Range:** This is where the Torque Bow really shines. So long as you draw the bow tightly enough for the arrow to stick, an arrow in the foot is as deadly as one in the chest. It's also possible—and relatively easy—to headshot enemies at this range for an instant kill. This is a satisfying tactic against lone enemies. It's better to aim for the torso when you engage multiple foes, so the blast has a chance to kill/down more than one target.

**Close Range:** Avoid using the Torque Bow at close range, except when you perform a melee attack. Its slow rate of fire and requisite charging make it a liability against an armed enemy that's up close.

# BOOMSHOT

MAGAZINE SIZE 1 | MAX AMMO 6 | RATE OF FIRE 60/M | RELOAD SPEED FAST



The Boomshot is the one of the most powerful weapons outside the heavy weapons category. Though the Torque Bow excels in several important categories, the Boomshot's clustered grenades inflict nearly twice as much damage. The Boomshot's expansive blast radius allows you to kill enemies behind cover by firing at the ground beside them. Enemies caught in the blast radius suffer great damage, and those on the periphery are momentarily stunned.

Mastering the Boomshot takes practice, as the player must account for the projectile's trajectory, which tends to shrug off gravity's effects more than one might expect. Aiming over great distances can be tricky, particularly against an elevated enemy. Always aim low on the target to keep the Boomshot's clustered grenades from sailing overhead. It's better for the projectiles to explode on the ground in front of your foe than to fly past harmlessly. The Boomshot—and power weapons in general—tend to be available more frequently in *Gears of War 3* than in previous games.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 1400 | 1610 | 1120 | 1288 | 910 | 1047 | 700 | 805 |

*Active Reload increases the splash damage dealt by 15%.*

## FIELD NOTES

**Long Range:** The slower flight speed and arcing trajectory render the Boomshot less effective at long range, as enemies have time to evade the attack. Nevertheless, the Boomshot's splash damage can wreak havoc against large groups of distant foes.

**Medium Range:** The Boomshot excels at medium range. The target is distant enough to keep you safely outside the blast radius, but not so far that he can easily avoid your attack. Exposed enemies can do little more than pray for a quick death, and a well-aimed shot's splash damage can easily envelop those behind cover as well.

**Close Range:** Be very careful when you fire the Boomshot at nearby enemies, as you're likely to be caught in the blast radius. Though this may only drop you to a downed state on lower difficulty settings, it surely results in death by suicide on harder settings.

# DIGGER LAUNCHER

MAGAZINE SIZE 1 | MAX AMMO 6 | RATE OF FIRE 300/M | RELOAD SPEED MODERATE



Left to roam the surface without their trusty Boomshot, it should be no surprise that Savage Boomers found an organism they could weaponize. The Digger Launcher fires an explosively-charged creature that burrows through the ground in a straight path toward its target. It springs forth from the ground upon contact with an enemy and instantly detonates, potentially killing all those caught within the blast radius. The Digger Launcher has a higher baseline damage rating than the Boomshot!

Though it's quite rare in Campaign mode, the Digger Launcher is a very potent weapon. It enables you to target enemies behind cover easily, and you can use it at close range in a pinch. Its projectile arcs forth from the weapon before it dives into the ground, and it can hit enemies on the fly, instantly burrowing into their bodies and exploding from within. If the Digger Launcher has a flaw, it's the loud crunching sound that the burrowing creature makes when you fire it. This telltale noise acts as a warning to those being targeted, potentially giving them time to dodge the shot. The Digger Launcher's relatively slow burrowing speed makes this a common occurrence when you use it against wily enemies.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 1800 | 1800 | 1440 | 1440 | 1170 | 1170 | 900 | 900 |

*Active Reload only increases the reload speed of the Digger Launcher.*

### FIELD NOTES

**Long Range:** In Campaign mode, the Digger Launcher isn't very effective at long range due to the burrowing projectile's slow speed and the presence of so much undulating terrain. The Digger Launcher can burrow under cover that rests on the surface, but it can't rise through multiple levels or overcome a terraced landscape. Give it a try against a group of distant foes, especially if the architecture prevents them from fleeing laterally, but try to move in closer.

**Medium Range:** Like so many other power weapons, the Digger Launcher is most effective at medium range. Enemies don't have as much time to evade the burrowing projectile, and you're less likely to encounter surface complexities that interrupt the projectile's path. When you can, try to anticipate your enemies' movements and aim in front of them.

**Close Range:** The Digger Launcher isn't quite as effective at close range, but it can be a lot of fun if you manage to hit an enemy at pointblank range. The projectile burrows into the enemy and explodes from within. This makes a fabulous mess of your foe, but be careful of the splash damage. Firing a shot into the ground at very close enemies triggers the Digger Launcher's typical behavior, in which case you may be caught inside the blast radius.

# SCORCHER

MAGAZINE SIZE 45 | MAX AMMO 350 | RATE OF FIRE 850/M | RELOAD SPEED FAST



This impressive flamethrower is ideal for engaging enemies at close range without the fear of self-inflicted splash damage. The Scorcher fires a steady stream of flame that engulfs targets, rapidly draining them of health and even potentially cooking them within their armor—the Scorcher is positively lethal against Armored Kantus.

If the Scorcher has a limiting feature, it's the weapon's restricted range. Damage doesn't fade with distance; it *terminates*. Whereas bullets continue their flight and merely weaken with distance, the Scorcher's flames can reach only so far. Beyond that, they inflict no damage at all.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 2000 | N/A | 1600 | N/A | 1300 | N/A | 1000 | N/A |

*Active Reload increases the Scorcher's range.*

### FIELD NOTES

**Long Range:** The Scorcher inflicts no damage against long-range foes and should not be used at all in these situations.

**Medium Range:** The Scorcher can inflict *some* damage at medium range, but only with a perfect Active Reload. The flames extend only so far. Consider the opposition's makeup and weaponry, and either switch weapons, retreat, or move in for the kill based on the enemy's ability.

**Close Range:** The Scorcher really shines at close range. Its flames can easily engulf a group of foes. They can even spread to those around cover if you aim them on an angle. Though we don't recommend using it against shotgun wielders, the Scorcher's consistent fire stream can down an enemy armed with a pistol or assault rifle before he can overpower you.

# HAMMER OF DAWN

| MAGAZINE SIZE | MAX AMMO | RATE OF FIRE | RELOAD SPEED |
|---|---|---|---|
| N/A | N/A | 5/M/ | N/A |



The Hammer of Dawn's awesome power isn't frequently available during the campaign, so make it count when it is. This handheld targeting device calls in a devastating laser strike from satellites orbiting high above Sera. The initial laser strike instantly kills anything within the blast radius, boss enemies excluded. This makes it the perfect weapon for groups of enemies and large singular foes alike. Once you fire it, you can guide the laser across the ground by holding the trigger and steering the targeting reticle.

You can use the Hammer of Dawn only when its satellites are online and there is a clear view from the target to the sky. You cannot use the Hammer of Dawn indoors or underground. The initial targeting also requires a steady hand in order to achieve accurate coordinates. Fix the reticle on a stationary foe or solid surface, such as a wall or floor, to acquire the target lock. It takes roughly three seconds for the laser to fire from the moment you squeeze the trigger.

***DAMAGE STATISTICS***

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 3000 | N/A | 2400 | N/A | 1950 | N/A | 1500 | N/A |

*The Hammer of Dawn cannot be reloaded.*

## FIELD NOTES

**Long Range:** The further the laser strike is from your position, the better. The Hammer of Dawn can strike anywhere that you can spot with the targeting reticle.

**Medium Range:** The Hammer of Dawn is easiest to use at medium range, as you can better monitor the enemies' movements and position the reticle with pinpoint accuracy, something that's a bit hard to do at extreme range. Fast-moving enemies can be tricky to hit, but if you anticipate their movements, you can kill them.

**Close Range:** The Hammer of Dawn isn't suitable for close-quarters combat. For starters, its three-second targeting procedure puts you at great risk to enemy attack or at least a disruption of the targeting process. Furthermore, standing too close to the Hammer's laser blast isn't good for your health.



# HEAVY WEAPONS

- HEAVY WEAPONS CAN BE CARRIED IN ADDITION TO THE FOUR WEAPONS MAPPED TO EACH OF THE SLOTS IN THE PLAYER'S INVENTORY.
- HEAVY WEAPONS ENCUMBER THE PLAYER SUBSTANTIALLY, AFFECTING BOTH MOVEMENT SPEED AND THE ABILITY TO UTILIZE COVER FULLY.
- THESE WEAPONS TEND TO BE EXTREMELY POWERFUL, BUT THEY CANNOT BE RELOADED, AND ONLY ONE CAN BE USED AT A TIME PER PLAYER.
- HEAVY WEAPONS ARE TYPICALLY AVAILABLE FOR A REASON. UNLIKE THE UBIQUITOUS LANCER OR GNASHER PICK-UPS, THE PRESENCE OF A MULCHER, MORTAR, OR VULCAN IS A TELLTALE INDICATOR THAT A SIGNIFICANT ENEMY PRESENCE IS FAST APPROACHING. GRAB THAT WEAPON!

# MULCHER

MAGAZINE SIZE N/A | MAX AMMO 500 | RATE OF FIRE 1200/M | RELOAD SPEED N/A



Perhaps the most aptly-named weapon on planet Sera, the Mulcher fires a ridiculous twelve hundred rounds per minute and reduces anything it hits to fertilizer in mere seconds. The Mulcher is one of the more commonly encountered heavy weapons in the campaign, largely due to the Grinders' preference for this chaingun.

Using the Mulcher is straightforward. Though it takes a brief moment to wind up when you first squeeze the trigger, once it begins firing it unleashes a nonstop spray of bullets like a fire hose. The Mulcher can't be reloaded, but it does require periodic cooling. The temperature gauge in the corner of the screen displays the weapon's heat level. When the weapon overheats, a forced cool-down of roughly three seconds takes place. To accelerate the cool down period, Monitor the gauge and manually cool the weapon by holding the Reload button.

The Mulcher is most accurate when you plant it on the ground or atop a piece of low cover by holding the Weapon Aim button. However, you can also fire it from the hip while you walk. Reserve this for encounters with ample fodder pouring forth from a single location. Otherwise, it's better to get into cover.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 154 | N/A | 123 | N/A | 100 | N/A | 77 | N/A |

*The Mulcher cannot be reloaded, so Active Reload does not apply.*

### FIELD NOTES

**Long Range:** Don't use the Mulcher at long range except to offer cover fire for your squad. Though its bullets can reach faraway targets, the weapon's accuracy deteriorates with range, and you're unlikely to score enough hits to truly injure an enemy.

**Medium Range:** The Mulcher is very deadly at medium range. This is close enough to sink enough bullets into the target, thus overcoming the weapon's inherent lack of accuracy. It's also far enough to allow the user to maneuver in and out of cover and avoid being overrun.

**Close Range:** Only those who enjoy the thrill of gambling should take the Mulcher into close-range combat. There's no denying the weapon's ability to eviscerate anything that happens in front of its muzzle, but they don't call it a *heavy weapon* for nothing. The Mulcher's heft slows the player considerably, making it very easy for flanking enemies to issue a fatal attack. This isn't a problem in narrow corridors where enemies are forced to attack from one direction, but it's a huge risk in spacious areas.

# MORTAR

MAGAZINE SIZE 1 | MAX AMMO 12 | RATE OF FIRE 45/M | RELOAD SPEED VERY SLOW



The Mortar is the premier long-distance weapon for handling large enemy groups. Fired from afar, the Mortar's shell arcs high into the air and splits into ten separate bomblets that rain down on enemies across a wide area. The Mortar is perfect for eliminating foes that are well entrenched behind cover, provided they lack overhead protection.

The Mortar relies on you to master its shell's trajectory. For starters, plant the weapon on the ground and tilt the Mortar's tube forward or backward depending on whether the target is farther or nearer, respectively. This affects the trajectory's initial angle, whether the shell follows a low and shallow path or a much steeper, higher one. This is especially important if you're anywhere near overhead obstructions—you must angle the shot out from under them to avoid self-annihilation. Now hold the trigger long enough to set the power, which affects the distance the shell travels. The weapon's rangefinder indicates the relative power; a hash mark shows the previously-fired setting so you can correct the trajectory from one shot to the next.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 1600 | 1920 | 1280 | 1536 | 1040 | 1248 | 800 | 960 |

*Active Reload increases the damage dealt by 20%.*

### FIELD NOTES

**Long Range:** The Mortar is a fine weapon to use against large enemy groups at long range, but don't use it against individual enemies. The Mortar takes a long time to load and fire, and any enemy aware of its presence can easily dodge its shell. Don't waste shells at this range unless it's against a group of foes with few places to run.

**Medium Range:** This is where the Mortar truly shines. It's easier to spot your targets and accurately adjust the trajectory from shell to shell. The only reason to hesitate using the Mortar at this range is if you face just a few fast-moving targets that can maneuver out of the Mortar's blast radius.

**Close Range:** The Mortar is not designed for close-range combat. It's difficult to fire at very short distance, and the resulting blast may envelop your position, inflicting significant casualties on your squad. Nevertheless, you can fire the Mortar from the hip as a last resort. This bowling ball-like projectile bounces at an awkward and unpredictable trajectory in the direction you fire it. It's lethal, but not very reliable.

## ONESHOT

MAGAZINE SIZE 1 | MAX AMMO 8 | RATE OF FIRE 60/M | RELOAD SPEED SLOW



The OneShot is a new addition to the COG arsenal. Quite simply, it can kill nearly any Locust with a single shot. The OneShot can even decimate Reavers, Corpsers, and Bloodmounts with a single trigger squeeze. This immense power comes at a price—its optical scope narrows your field of view so significantly that you're essentially blind to the action around you.

You cannot use the OneShot on the move—you must plant it either on low cover or on the ground. Hold the Weapon Aim button to look through the scope. The weapon emits an orange targeting laser to help pinpoint the high-velocity projectile's placement. The weapon has perfect precision, but the aiming system's sound and its highly visible laser warn the opposition that the OneShot is about to fire. Though the weapon can't fire through solid cover, an Active-Reloaded OneShot can shoot straight through a Boomshield! Furthermore, the OneShot delivers lethal damage to any part of the body—there's no need to aim for the head when even a direct hit to the leg or arm can be deadly!

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 11000 | 13200 | 8800 | 10560 | 7150 | 8580 | 5500 | 6600 |

*Active Reload increases the damage dealt by 20% and shoots through Boomshields.*

### FIELD NOTES

**Long Range:** It's best to use the OneShot at long range, where enemy movement doesn't require as much panning while you aim. It's also much easier to spot your target at this range with the immensely powerful scope. Precision doesn't diminish with range; just aim the laser and squeeze the trigger as soon as you acquire your target.

**Medium Range:** You can use the OneShot at medium range, but it's risky. The scope blocks much of your peripheral vision, and fast-moving enemies are much harder to track with the weapon at this range. Lastly, and perhaps most importantly, a zigzagging enemy can easily close on your position, putting you at significant risk. Drop the OneShot until you dispatch the nearer enemies through other means.

**Close Range:** The OneShot is an incredible liability at close range. You're unlikely to get off a shot before you're blasted to pieces, and the weapon's bulk hinders your maneuverability. Put down the weapon before it comes to this!

## VULCAN

MAGAZINE SIZE 80 | MAX AMMO 640 | RATE OF FIRE 1200 | RELOAD SPEED SLOW



The Vulcan is another new edition to the COG arsenal. This extremely heavy and absurdly powerful chaingun shoots at an unprecedented rate of fire. In fact, it consumes so much ammo that it actually comes with a separate Vulcan ammo box, which a separate person must carry if the Vulcan's user wishes to relocate to a new position. The Vulcan represents the latest in crowd control and can cut an entire Locust battalion to pieces in mere seconds.

You'll never forget your first time using the Vulcan. Between the whirr of the motor that feeds the ammo belt, the continuous buzz of bullets escaping the gun's half-dozen barrels, and the instant evisceration of your target, it's an absolute feast for the senses. But there are drawbacks to using this heavy weapon. For starters, you can't get into low cover with the Vulcan—one can use it only while standing. Secondly, the weapon is essentially tethered to the Vulcan ammo box. One can use it solo by repeatedly pressing the Reload button to feed the weapon manually, but it's more effective when one has a partner. The player carrying the Vulcan ammo box can walk with the gun carrier, feeding a steady supply of bullets to the weapon.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 420 | N/A | 336 | N/A | 273 | N/A | 210 | N/A |

*Active Reload does not apply to the Vulcan.*

### FIELD NOTES

**Long Range:** The Vulcan's accuracy over long range leaves a lot to be desired. Though it does a fine job of scaring the enemy back into cover, you shouldn't expect to hit much.

**Medium Range:** As with the Mulcher, this is where the Vulcan becomes more effective. The Vulcan fires at such a fast rate that it can effectively overcome its own shortcomings with regard to accuracy. Just keep the weapon loaded and open fire. Anything within twenty yards will have a hard time surviving the assault.

**Close Range:** This is not for the squeamish. Quite simply, anything standing in front of the Vulcan at close range is reduced to giblets in no time. Of course, there is a brief windup period while the Vulcan spools up to speed. Be sure to keep the Vulcan firing if you expect close-range enemies—otherwise, you may find yourself overrun before the gun spins fast enough to fire.

# CLEAVER

| MAGAZINE SIZE | MAX AMMO | RATE OF FIRE | RELOAD SPEED |
|---|---|---|---|
| N/A | 12 | N/A | N/A |



The Cleaver is a fun but not very practical weapon. Wielded by Savage Therons and Butchers, the Cleaver is the game's singular melee weapon. Naturally, it fires no projectiles, so it's useful only in extreme close-quarters situations. Avoid using it against armed foes. Unlike other heavy weapons, you can still Roadie Run with the Cleaver—sort of—though it drags behind, slowing progress. The Cleaver swings in a slow, wide path capable of inflicting lethal damage to nearly all lesser Locust.

Put Wretches or Formers on the chopping block, but don't bother trying it against gun-toting Locust unless you're playing on a lower difficulty or a squad of friends backs you up in co-op mode. The Cleaver breaks after twelve hits.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 1000 | N/A | 800 | N/A | 650 | N/A | 500 | N/A |

*Active Reload increases the damage dealt by roughly 30%.*

### FIELD NOTES

**Long Range:** The Cleaver is a melee weapon and has no ranged capabilities.

**Medium Range:** The Cleaver is a melee weapon and has no ranged capabilities.

**Close Range:** This is the only range at which you can use the Cleaver effectively—or even not so effectively. The Cleaver can hit any enemy within arm's reach, but it is slow to swing and leaves you defenseless from all sides and distances. You cannot use the Cleaver from behind cover. It's best to use this implement against other melee combatants, such as a pack of Formers or Wretches. Against any other enemy, you're quite literally bringing a knife into a gunfight—and that typically doesn't end well.

# BOOMSHIELD

| MAGAZINE SIZE | MAX AMMO | RATE OF FIRE | RELOAD SPEED |
|---|---|---|---|
| N/A | N/A | N/A | N/A |



The problem with cover is that you can never take it with you—that is, unless you have the Boomshield. This heavy-duty shield isn't so much a weapon as it is a handheld piece of armor that deflects nearly all frontal fire. In fact, only a shot from an Active-Reloaded OneShot can penetrate the Boomshield.

When you carry it, your character automatically switches to a pistol-class weapon. All other weapons are two-handed, and switching to one automatically drops the Boomshield. You can move around and even Roadie Run without deploying the Boomshield, but this negates its usefulness. Hold the Aim Weapon button to raise the Boomshield in front you. This slows your movement speed dramatically, but it almost completely conceals you behind the Boomshield's warm and cozy protection. The Boomshield can withstand most frontal assaults, but it leaves you incredibly vulnerable to flanking attacks.

You can also plant the Boomshield into the ground as a static piece of cover. Hold the Aim Weapon button and press the Roadie Run button to plant it. Now players can take cover behind it, switch to a rifle or power weapon, and move independently of the Boomshield. This is particularly useful when you need to block the Locust's advance, although some Locust can kick over the Boomshield to continue their pursuit.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| N/A | N/A | N/A | N/A | N/A | N/A | N/A | N/A |

### FIELD NOTES

**Long Range:** The Boomshield is a defensive weapon with no ranged capabilities.

**Medium Range:** The Boomshield is a defensive weapon with no ranged capabilities.

**Close Range:** You can't use the Boomshield to melee attack an enemy, aside from performing an execution attack. However, it still plays a big role in close-range combat. Hold the Aim Weapon button to keep the Boomshield deployed while you close on your target. Continue to fire the pistol to soften the enemy, and then swing away to deliver a fatal pistol whip once you're in range. This aggressive frontal push toward the enemy is every bit as effective as it is intimidating—as long as the enemy doesn't target your feet or fire some explosives to your side!

# PISTOLS

- YOU CAN CARRY A SINGLE PISTOL-CLASS WEAPON IN ADDITION TO YOUR PAIR OF PRIMARY TWO-HANDED WEAPONS.
- PISTOLS TEND TO BE WEAPONS OF LAST RESORT, USED ONLY AFTER ALL AMMUNITION FOR OTHER, MORE POWERFUL WEAPONS IS CONSUMED.
- THERE ARE ONLY THREE PISTOL-CLASS WEAPONS, BUT THE MODIFIED PISTOL SMG BLURS THE LINE BETWEEN PISTOL AND ASSAULT RIFLE.
- PISTOLS ARE THE ONLY WEAPONS YOU CAN USE WHEN YOU CARRY A MEATSHIELD OR BOOMSHIELD, SO MAKE SURE YOU ALWAYS HAVE SOME AMMO AVAILABLE.

## SNUB PISTOL

| MAGAZINE SIZE | MAX AMMO | RATE OF FIRE | RELOAD SPEED |
|---|---|---|---|
| 12 | 84 | 500/M | VERY FAST |



The Snub Pistol is part of every COG soldier's standard issue. Though it lacks power and range, the Snub Pistol has a satisfactory firing rate and you can rely on it in a pinch. The Snub Pistol won't ever be the first weapon you reach for, but it's always good to know it's there in case your other weapons run dry. You can also use the Snub Pistol with a meatshield or Boomshield. The Snub Pistol is semi-automatic, meaning that it fires as fast as you can repeatedly squeeze the trigger.

***DAMAGE STATISTICS***

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 130 | 156 | 104 | 125 | 85 | 101 | 65 | 78 |

*Active Reload increases the damage dealt by 20%.*

### FIELD NOTES

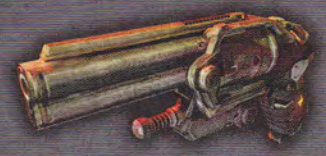
**Long Range:** The Snub Pistol isn't accurate enough to be used at long range. Though you may wound your enemy at this range, the likelihood of inflicting lethal damage is quite small.

**Medium Range:** This particular pistol is best at medium range, where its rate of fire and accuracy don't hinder its performance. Click the Right Thumbstick to toggle the weapon's minor zoom feature to better sight your enemy.

**Close Range:** The Snub Pistol is adequate at close range when you have the Boomshield or a meatshield. Even then, you should consider pistol-whipping your foe. Resist the urge to zoom in at this range. Instead, simply point the pistol at the enemy's torso and fire as fast as you can.

# BOLTOK PISTOL

MAGAZINE SIZE 6 | MAX AMMO 42 | RATE OF FIRE 60/M | RELOAD SPEED VERY FAST



The Boltok Pistol is nearly three times as powerful as the Snub Pistol, but has a much slower firing rate. This classic revolver packs considerable punch and, with the help of its slight zoom, it can score headshot kills not unlike the Hammerburst. The Boltok Pistol pairs well with meatshields and the Boomshield.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 350 | 350 | 280 | 280 | 228 | 228 | 175 | 175 |

*Active Reload increases the firing rate, but damage dealt is unchanged.*

## FIELD NOTES

**Long Range:** The Boltok Pistol isn't the ideal long-range weapon—it is a pistol after all. However, it's better than you might expect. The weapon's mild zoom feature makes it easier to line up long-distance shots, and its impressive headshot bonus damage allows you to pop enemy noggins from long range. The Boltok can't replace the Longshot as a sniping weapon, but it gets the job done in a pinch!

**Medium Range:** The Boltok Pistol is very effective at medium range, provided you can overcome the weapon's limited firing rate. A single headshot from this range can explode most lesser Locust's heads, and it should take only one or two body shots to down them, thus giving you a chance to run in and score a meatshield.

**Close Range:** We don't recommend using the Boltok at close range unless you're behind a meatshield or Boomshield. The weapon's firing rate is simply too slow to fend off a well-equipped enemy at this range. If all else fails, fire a shot at the enemy's body, and then quickly melee the foe in hopes of downing it. Take the victim hostage as a meatshield.

# GORGON SMG

MAGAZINE SIZE 32 | MAX AMMO 224 | RATE OF FIRE 700/M | RELOAD SPEED VERY FAST



The Gorgon SMG is a modified version of the Locust's former Gorgon Pistol. The Locust jettisoned the weapon's famed burst-fire mode, as they did with the Hammerburst. They decided to make it a fully automatic submachine gun. Those who shied away from the Gorgon in previous *Gears of War* games are encouraged to give this new model a try. The gun packs more punch per bullet than the Lancer, and it has a much faster firing rate. As is so often the case with a fully-automatic handheld weapon, accuracy is an issue.

You encounter the Gorgon SMG wherever a Kantus or Armored Kantus roams. Be extra careful when you appraoch the latter, as they dual-wield the Gorgon SMG.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 140 | 168 | 112 | 134 | 91 | 109 | 70 | 84 |

*Active Reload increases the damage dealt by roughly 30%.*

## FIELD NOTES

**Long Range:** You shouldn't use the Gorgon SMG at long range. It's simply too inaccurate to do more than waste ammo.

**Medium Range:** The combination of power and speed makes the Gorgon SMG very effective at medium range, with or without a shield. The Gorgon SMG can very quickly down an enemy, even while blind firing from behind cover.

**Close Range:** The Gorgon SMG's new fully-automatic firing mode greatly increases the weapon's usefulness at close range. Fire without using the Aim Weapon button to better track fast-moving enemies, and shoot for the largest part of the body.

# GRENADES

- YOU CAN CARRY UP TO FOUR GRENADES OF A SINGLE TYPE (INCENDIARY, INK, AND SMOKE HAVE A MAXIMUM OF TWO GRENADES) IN ADDITION TO ALL OTHER WEAPONS.
- GRENADES ARE AUTOMATICALLY SLOTTED TO THE LOWER WEAPON SLOT, AND YOU ACCESS THEM BY PRESSING UP ON THE D-PAD.
- GRENADES CAN BE BLIND-TOSSED, PLANTED AS PROXIMITY MINES, OR AIMED AND THROWN WITH CONSIDERABLE ACCURACY.
- GRENADES ARE NOT TYPICALLY REPLENISHED BY FINDING SMALL- OR MEDIUM-SIZE AMMO CRATES.

## FRAG GRENADES

| MAGAZINE SIZE | MAX AMMO | RATE OF FIRE | RELOAD SPEED |
|---|---|---|---|
| 1 | 4 | N/A | N/A |



Frag Grenades are the most lethal of all grenades. These highly explosive grenades are standard issue for COG soldiers. They're also the grenade of choice for many Locust Grenadiers. Ironically, Locust Grenadiers often represent the best source of grenade refills, as many of them drop a Frag Grenade or two upon dying.

Frag Grenades deliver lethal damage across a ten-yard radius, reducing the need for pinpoint accuracy. That said, you can aim and throw Frag Grenades with tremendous accuracy by holding the Aim Weapon button and moving the targeting reticle. Look for opportunities to bounce the Frag Grenade off a wall or ceiling to hit enemies behind cover. Or try to slide the grenade into position alongside an entrenched foe. As with all grenades, you can also plant the Frag Grenade on a wall or floor by aiming in the direction where you'd like to plant it and pressing the Melee button.

Lastly, you can also "bag and tag" a meatshield. Simply press Up on the D-Pad while you have control of a meatshield. This makes your character grenade-tag the hostage and then kick him forward, ideally into a group of other Locust!

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 3000 | N/A | 2400 | N/A | 1950 | N/A | 1500 | N/A |

*Active Reload does not apply to grenades.*

### FIELD NOTES

**Long Range:** You can throw the Frag Grenade a long way. Take your time to aim carefully and let it fly. Make sure none of your targets are armed with a Longshot or Torque Bow, as precise aiming exposes you to enemy fire. Enemies can easily escape an incoming grenade if it's thrown from afar. Aim for large groups or areas where the enemy can't easily flee.

**Medium Range:** Frag Grenades are extremely effective at medium range. You can quick-toss a Frag Grenade into a group without aiming for a multi-kill attack, or you can even blind toss one from behind cover. Refrain from using time to carefully aim the grenade at this range.

**Close Range:** Avoid using Frag Grenades at close range unless it's to grenade tag (a.k.a. "Frag Tag") an enemy, or to plant one in hopes of surprising a pursuer. Either way, be sure to Roadie Run or roll out of the blast radius before it explodes.

# INK GRENADES

MAGAZINE SIZE 1 | MAX AMMO 2 | RATE OF FIRE N/A | RELOAD SPEED N/A



Rather than release a large explosion, Ink Grenades emit a toxic cloud of ink that rapidly drains health and often leads to a downed state. Once one is downed inside an ink cloud, there's slim hope of crawling out alive. Ink clouds don't just drain health; they also blur vision, making them perfect for suppressing an area or trying to buy time to look for ammo or reload a slow weapon. Ink Grenades also stun targets within their range. This is their defining feature, setting them apart from the Incendiary.

Ink Grenades are quite rare during the campaign, though you can find them on a Kantus's corpse. You can plant Ink Grenades on a wall or floor, but it's rare for an enemy to stick around long enough to be downed in this manner. Tagging an enemy with an Ink Grenade is far more effective!

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 180 | N/A | 144 | N/A | 117 | N/A | 90 | N/A |

*Active Reload does not apply to grenades.*

### FIELD NOTES

**Long Range:** Ink Grenades tend to scatter enemies or leave some down but not out. The problem with using them from long range is that you may not be able to capitalize on this before they revive one another and regain their health. Furthermore, the ink cloud obscures your vision, making it very difficult to hit enemies that may be downed inside or beyond the cloud.

**Medium Range:** If you want to use an Ink Grenade, this is the range from which to do so. Throw them directly at or slightly in front of enemies so they continue their path straight into the ink cloud. Open fire at the cloud, aiming low to finish off any downed foes.

**Close Range:** Does deploying a noxious cloud of poisonous, vision-obscuring ink at close range sound like a good idea? No, we didn't think so either.

# INCENDIARY GRENADES

MAGAZINE SIZE 1 | MAX AMMO 2 | RATE OF FIRE N/A | RELOAD SPEED N/A



This new addition to the COG arsenal packs the Frag Grenade's instant lethality into a much smaller area of effect. Incendiary Grenades burst open on contact and spill flames across a fairly wide area. Though the flames continue to drain health from all those inside them, their damage is guaranteed to be lethal only if they make direct contact with a target.

Incendiary Grenades provide an excellent means to quickly weaken multiple foes. Fire into the flames with your assault rifle or pistol to finish off the dying enemies. Incendiary Grenades are also an excellent way to flush enemies out of cover or to force foes along a particular path.

### *DAMAGE STATISTICS*

| CASUAL | | NORMAL | | HARDCORE | | INSANE | |
|---|---|---|---|---|---|---|---|
| STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD | STANDARD RELOAD | ACTIVE RELOAD |
| 160 | N/A | 128 | N/A | 104 | N/A | 80 | N/A |

*Active Reload does not apply to grenades.*

### FIELD NOTES

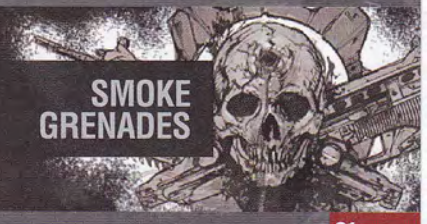
**Long Range:** Refrain from using Incendiary Grenades at long range unless you're sure to hit your target, or you're aiming at a group of slow-moving enemies. Incendiary Grenades require more accuracy than Frag Grenades, so save them until you're close to your target.

**Medium Range:** Use Incendiary Grenades at medium range for best results. This distance keeps you safe from the flames, makes it easier to hit your target on the fly, and puts you in better position to pick off burning enemies as they run screaming from cover!

**Close Range:** As with Ink Grenades, we can't recommend using Incendiary Grenades at close range, unless you're planting one in the back of a meatshield or blind tossing from behind cover. Instead, back away from your pursuers before you toss it. Better still, try to lure them around a corner where you can safely plant the grenade and get away.



*While there are Smoke Grenades in the campaign, and some of the characters have them in their default loadout, you use them most often in multiplayer matches. For information about Smoke Grenades, their purpose, and how to maximize their effectiveness, please consult the Multiplayer Arsenal toward the back of this book.*



# HOSTILE FORCES

*The days of doing combat with a familiar foe have passed. The Imulsion's effects on Sera's inhabitants have given birth to a new species known as the Lambent. Enemy of both COG and Locust, the Lambent attack without prejudice and spawn from pods growing like diseased pustules on towering stalks that sprout violently without warning. Ravaged by prolonged exposure to Imulsion, some Lambent have even evolved the ability to mutate.*

*Though the Lambent have become the COG's primary threat since the sinking of Jacinto, the Locust are not exterminated. Forced to carve out a living on the planet's surface, the Locust have adapted to their new surroundings rather well. This new savage faction of Locust may appear a bit disheveled compared to the Palace Guard, but they have assembled some very powerful weapons out of the scraps that the groundwalkers have left behind.*

# LAMBENT

## POLYP

| HEALTH | THREAT | IMULSION BURST | ATTACKS |
|---|---|---|---|
| 60 HP | MINOR | MINOR | IMULSION SPIT, MELEE |

The insect-like Polyps are the weakest of all hostiles you encounter, but even fodder finds strength in numbers. Though you may find a stray Polyp lurking in an abandoned car or ruptured pipe, Polyps tend to congregate in groups of six or more. Though it isn't unheard of for Polyps to spawn from Stalk Pods, they most often deploy via a Leviathan's tentacles. Polyps favor dark, narrow spaces where they can lie in wait of their prey. Be extra careful around sewers and ductwork. Lastly, some of Sera's more resourceful inhabitants have taken to corralling large numbers of Polyps for use as booby traps. Consider yourself warned!

Polyps can spit Imulsion at their targets from a moderate distance, but they primarily attack with a jumping melee strike. They scamper across the floor at considerable speed and hurl themselves at their targets. You can kill Polyps easily with any weapon, though rate of fire and magazine capacity are important. We recommend backing away while you spray bullets at them from any assault rifle.



# LAMBENT WRETCH

| HEALTH | THREAT | IMULSION BURST | ATTACKS |
|---|---|---|---|
| 300 HP | MINOR | MODERATE | MELEE |

The lowly Wretch was the first breed of Locust to be contaminated by Imulsion and turn Lambent—they've been a haunting thorn in the Gears' side for a long time. Lambent Wretches have not changed since Delta Squad's first encounter with them on that stormy night so many years ago. They tend to attack in small groups, but often take a less direct path to their prey than Polyps do. Capable of using their claws to clamber along walls and ceilings, Lambent Wretches can literally attack from any direction—even above!

Lambent Wretches lack a ranged attack and are forced to close in on their targets in an attempt to surround and claw them to death. It's vitally important to keep Lambent Wretches from surrounding you—their claws inflict damage and they burst forth Imulsion upon dying. Lambent Wretches can leap over low cover, so keep your distance, stay mobile, and attack with an assault rifle or Scorcher from medium range. Switch to the Gnasher if they manage to encircle you. Blast one to create an opening, and then quickly somersault away from the others.

# FORMER

| HEALTH | THREAT | IMULSION BURST | ATTACKS |
|---|---|---|---|
| 300 HP | MINOR | MINOR | MELEE |

Anyone who has ever wondered if Imulsion could turn humans Lambent now has the answer. Formers represent the final stage of Imulsion sickness. What begins with a fever and a cough, commonly referred to as "rust lung," ends with a transformation into an otherworldly Former, also known as a Lambent human. Formers are primarily restricted to once-thriving human cities where the healthy made efforts to quarantine the diseased. Unfortunately, little can hold back the Formers once they catch the scent of flesh in the air.

Formers possess superhuman athletic ability and strength. They bound over rooftops, break down barricades, and disjoint their limbs to crawl under any obstacle in their path. They're exceedingly fast and attack in swarming mobs that can easily overwhelm the Gears. Formers don't hesitate to mantle over cover and can deliver a surprisingly hefty mantle kick. Defend against Formers by spraying your Lancer from the hip or by firing the Gnasher or Scorcher at them. Look to funnel the Formers through chokepoints, where you can eliminate large numbers of them with a single planted grenade. Formers explode on death and release only a minor amount of Imulsion.

# LAMBENT DRONE

| HEALTH | THREAT | IMULSION BURST | WEAPONRY |
|---|---|---|---|
| 2400 HP | MODERATE | MODERATE | LANCER, HAMMERBURST, GNASHER |

Lambent Drones retain many of the traits common to regular Locust Drones, as they have only recently begun to feel the effects of the Lambent conversion. Lambent Drones spawn from Stalk Pods and are highly aggressive creatures, typically armed with a Hammerburst or Lancer. Lambent Drones are the most common type of Lambent enemy, and they often attack in small fire teams of three to four. Though they seldom attempt flanking maneuvers, Lambent Drones utilize cover if they have the opportunity, particularly if they spawn at a distance from their targets.

Unlike more advanced Lambent forms, Lambent Drones have no particular weakness. As is the case with Locust Drones, they're susceptible to headshots and all manner of gunfire. It's best to confront Lambent Drones at medium to long range, where you can best utilize cover and avoid their Imulsion bursts. Lambent Drones emit a sizable shot of Imulsion upon death, which can be lethal to injured Gears on harder difficulty settings. Think twice about executing Lambent Drones, and try to avoid blasting two Lambent Drones simultaneously with the Sawed-Off Shotgun, as the double Imulsion burst may be lethal at extremely close range.



# DRUDGE

| HEALTH | THREAT | IMULSION BURST | WEAPONRY |
|---|---|---|---|
| 2400 HP | HIGH | HIGH | HAMMERBURST, FIRE-BREATH, IMULSION BOMBS |

Drudges are the most complex Lambent species. Similar in size to a Lambent Drone, you can easily identify the Drudge by its large, glowing torso filled with Imulsion. This, along with its head, is its primary weaknesses and is where the COG should focus their fire. Drudges spawn from Stalk Pods and behave similarly to Lambent Drones—that is, until they're drained of their HP. That's when the Drudge's power really shows itself.

Unless you defeat them with an explosion (e.g. Frag Grenade tag, Boomshot, Hammer of Dawn, or OneShot), Drudges have a chance to mutate randomly upon death. Once it's drained of health, the Drudge may simply charge you in an attempt to catch you in the Imulsion explosion, or it may perform a leg mutation, arm mutation, head mutation, or some combination thereof. Each mutation poses a unique risk and demands the Gears' full attention.

**Leg Mutation:** The Drudge grows in height, much like a stalk. The mutated torso and head gain a modified Hammerburst with increased accuracy and firepower—this weapon is not dropped upon death. Its tall stature allows the Drudge to shoot over low cover. Though it can't move, Polyps spawn from the mutated Drudge's base to distract players from its head. Shoot the head for maximum effect, periodically glancing toward its base to spot any Polyps as they appear.

**Arm Mutation:** The Drudge sprouts lengthy arms that lob Imulsion bombs at its prey. This mutation may be combined with a leg mutation, in which case the torso may also wield a modified Hammerburst. The arms can engage multiple targets and throw the Imulsion over low cover, making it vitally important to find tall cover. Target the arms to quickly eliminate them, and then focus fire on the stalk. The arms regenerate roughly four seconds after they're severed, making it necessary to move quickly.

**Head Mutation:** The most dangerous mutation is the head. The Drudge grows in height just as with the leg mutation, but its head gains the ability to breathe fire. It can spew fire a considerable distance and can easily engulf enemies behind low cover. Move to tall cover or retreat a safe distance and fire at the Drudge's head. Severing the head instantly kills the body, but the head still lives in the form of a Drudge Head Snake (500 HP). This Head Snake chases its nearby foes, breathing a deadly stream of fire. It erupts in a deadly Imulsion explosion upon death, so run, use cover to evade the chasing Head Snake, and target it from afar, preferably from the rear.

# GUNKER

| HEALTH | THREAT | IMULSION BURST | ATTACKS |
|---|---|---|---|
| 14,000 HP | SEVERE | HIGH | IMULSION BOMBS, MELEE |

Gunkers represent the top of the Lambent food chain, and they're guaranteed to haunt the dreams of even the most battle-tested Gears. These hulking beasts represent the disgusting effects of Imulsion on the Locust's heavy units. Like a cross between an enlarged Boomer and Mauler, Gunkers can inflict mortal damage from any range. Gunkers drop from Stalk Pods much like Drudges, but they're much larger and demand absolute attention at first sight. Gunkers have no known weaknesses—targeting their torsos inflicts the same amount of damage as does shooting their heads.

With one surprise encounter being the lone exception, Gunkers spawn at a distance and immediately lob their Imulsion bombs at the COG forces. The trajectory of these deadly projectiles depends on the distance between the Gunker and its target. If its target is very far away, the Gunker arcs the Imulsion bombs high into the air, much like a artillery shells. On the other hand, if the target is at mid range, it can fire these Imulsion bombs on a much flatter trajectory, not unlike Boomshot rockets. Finding tall cover is absolutely critical to surviving an encounter against a Gunker. Blind fire from behind tall cover, and focus all heavy weapons fire on the beast from afar.



The Gunker is also quite capable of defending itself at close range. It rears back with its right arm and lunges forward with a vicious arm stab attack—this can also cause damage to those behind the Gunker's right shoulder. The Gunker may also perform a heavy backhand slap attack with its left hand if its target is standing in front and to the left of the Gunker. The only safe place to battle a Gunker at extreme close range is behind its left shoulder. Circle-strafe around the Gunker to keep pace with its rotations, and maintain position behind its left shoulder while you fire with an assault rifle, Gnasher, or Sawed-Off Shotgun.





# LAMBENT ZERKER

| HEALTH | THREAT | IMULSION BURST | ATTACKS |
|---|---|---|---|
| 10,000 HP | SEVERE | HIGH | MELEE, IMULSION TRAIL |

The Lambent Zerker is the rarest of all the enemies you encounter during the campaign, and it's among the most deadly. As with the Berserker's standard Locust variant, the Lambent Zerker uses its acute sense of hearing to determine a target. It then charges headlong at its objective in an attempt to trample it to death. To stand in this rampaging beast's way is to dance with death. Unfortunately, that's exactly what you must do to defeat this monstrosity.

The Lambent Zerker has but one vulnerability: the glowing innards within its chest cavity. The Lambent Zerker's ribs open up while it charges forward to attack. It's up to you to get its attention and open fire on its glowing organs. Use the Lancer, Hammerburst, or Gorgon SMG to sink enough bullets into it during the charge to land a critical hit and stop the beast in its tracks. Otherwise, roll out of harm's way before you get squashed. Players must land four critical hits on the Lambent Zerker to defeat it, but its attack patterns change with each hit.

At first, the Lambent Zerker can only charge at the Gears. After one critical hit, it gains the ability to leap into the air and perform a powerful ground slam. After two hits, it begins leaving a toxic Imulsion trail behind it. After a third hit, it leaves an even more deadly trail of foggy Imulsion vapor behind it. The player must stay clear of these hazards to gain the best chance to score a critical hit. Draw the Lambent Zerker's attention from the greatest possible distance. This will help maximize your time to shoot at the exposed ribcage before you have to side roll out of the way.

## LAMBENT ZERKERS IN HORDE MODE

*Lambent Zerkers pose a very significant threat in Horde mode, as they often appear alongside other enemies. Fortunately, you can chip away at the Lambent Zerker's massive pool of health by attacking its body from any direction. Landing critical hits on its glowing organs is still a more expedient way to defeat the beast. Nonetheless, it's possible to shoot it from all sides to bring it down slowly, although weapons inflict less than 10% of their normal attack damage against a Lambent Zerker's armored skin.*

# LOCUST

## TICKER

| HEALTH | THREAT | COVER USAGE | ATTACKS |
|---|---|---|---|
| 150 HP | MODERATE | HIGH | EXPLOSIVE |



You can hear the clop-clop-clop of the approaching Ticker long before you see this pint-sized creature. Tickers scuttle from cover to cover, rapidly closing on their prey from all directions until they're close enough to ignite the explosive canisters they wear. Though a single Ticker poses little threat, they seldom travel outside the safety of a pack.

Though they're dangerous at close range, Tickers don't spring their explosive traps instantaneously. Instead, they shudder in place for a second prior to detonation. This gives you an opportunity to strike them with a melee attack and knock them backward, perhaps at other nearby Locust. Alternatively, you can shoot the approaching, suicide-bombing quadrupeds and create a chain reaction of explosions. Assault rifles are effective against Tickers at any range, and they're effective for melee attacks too, provided you don't try to chainsaw the Ticker.



### > WILD TICKER

| HEALTH | THREAT | COVER USAGE | ATTACKS |
|---|---|---|---|
| 150 HP | VERY LOW | HIGH | WEAPON/ITEM THEFT |

The Wild Ticker carries no explosives and, left to its own devices, prefers to scamper around the landscape in small groups numbering no more than three—Locust training forces them into larger packs. Rather than pose a physical threat, Wild Tickers create a nuisance by stealing uncollected weapons and grenades. A Wild Ticker can even swallow a Longshot! Use melee attacks to knock the Wild Ticker onto its back. Then deliver a curb stomp to crack open its shell and retrieve the stolen goods. Wild Tickers scurry away toward their burrows after making a steal, so move fast to reclaim the weapon.



## WRETCH

| HP | THREAT | COVER USAGE | ATTACKS |
|---|---|---|---|
| 350 | MODERATE | LOW | CLAWS, TEETH |

The feral Wretch lacks its Locust masters' intelligence and it can't operate any weapons in the Locust clan. This doesn't mean the creature is out of place on the battlefield. Wretches travel in large, hopping packs, capable of clambering along most surfaces, even the ceiling. They attack with the same razor-sharp claws that help them cling to walls.

Wretches in *Gears of War 3* boast nearly twice as much HP as those in previous games. The Gnasher, Lancer, and Scorcher are still the weapons of choice when you deal with Wretches, but expect them to soak up more rounds than they used to.

Lacking a ranged attack, Wretches pose a threat only if you allow them to close in around you, where they can claw and bite. Naturally, you want to eliminate them from afar whenever you can. Their short height and awkward but fast gait can make them hard to hit, especially as they move behind cover. It's not that Wretches seek out cover like humanoid the Locust do, but they're short enough for cover to conceal them as they run past.



# SHRIEKER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 350 | MODERATE | NONE | CUSTOM GORGON SMG |

Floating, gas-filled Shriekers pose a far greater threat than their appearance and size might suggest. These minute floating creatures often provide aerial support for Palace Guards and other high-ranking Locust. They're equipped with a custom variant of the Gorgon SMG, which is destroyed upon death; it fires a lethal barrage of gunfire at a surprising rate. Shriekers attack in small groups and use their gift of flight to shoot over low cover with surprising aggression.

The Lancer, Hammerburst, and Mortar are the best tools for combating Shriekers. Shriekers sense when they're being targeted and quickly evade left or right to escape their opponent's crosshairs. Fortunately, Shriekers can perform this evasive maneuver only once every two seconds—fix your sights, wait for them to move, then open fire at their new position!

Shriekers don't simply fall from the sky upon death. The gas that keeps them aloft is quite flammable, leading to their eventual explosion. Once one is depleted of HP, it targets any living creature below—human or Locust—and death-spirals down toward it. Always focus on Shriekers hovering above entrenched Locust!



# DRONE

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 1000 | MODERATE | MODERATE | HAMMERBURST, LANCER, BOLTOK, TROIKA |

Locust Drones—also referred to as "Grubs" by the COG—represent the grunts of the Locust army. These ugly, brutish creatures are the most commonly encountered form of Locust. They're also the least cunning. Their overly aggressive nature often leads them to eschew flanking maneuvers, and they exploit cover only minimally in favor of all-out frontal assaults.

Drones appear in small fire teams and attack primarily with the Hammerburst, though they sometimes use captured Lancers as well. It's best to deal with Drones at medium range, where your talent and accuracy can overpower their inferior skills. Look for flanking opportunities, maximize cover use, and resist the urge to charge headlong into battle, as that only plays into their hand.

Some Drones manage to stick out from the crowd and are assigned a Troika or chosen to serve as a spotter on a Siege Beast crew. Don't let their slightly unique helmets and armor intimidate you—their blood spills just as easily as the others.



## > SAVAGE DRONE

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 850 | MODERATE | MODERATE | RETRO LANCER, MULTI-TURRET, ONESHOT |

Drones forced out of the hollow during the flood have been forced to eke out an existence on the planet's surface. The harsh conditions have taken a toll on them both physically and technologically—they've gone Savage. Savage Drones behave much the same way as standard Drones, but they possess slightly lower health, and they attack primarily with Retro Lancers and Multi-Turrets, large stationary weapons consisting of four Retro Lancers fastened together.

Though individual Savage Drones seldom demand tremendous respect, the rare enemy wielding a OneShot is the exception. Immediately move to avoid detection, "spot" it to focus the entire squad's fire on it, and then shift to a clean vantage point. An enemy armed with a OneShot must always take priority!



## > SNIPER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 450 | HIGH | HIGH | LONGSHOT |

Snipers represent the rarest class of Drone, and you encounter them only in very specific instances during the campaign. Snipers are masters of cover and tend to position themselves in locations inaccessible to Gears. Listen for the telltale crack of the Longshot that indicates a Sniper is in the area, and immediately seek cover. Snipers may be hard to spot, but their low health makes them easy kills once you find them. Minimize your time outside of cover until you deal with the Sniper. Try to move to a position where you can safely eliminate the Sniper before you contend with other enemies at closer range.



# GRENADIER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 1000 | MODERATE | MODERATE | GNASHER, BOLTOK, FRAG GRENADES |

The bare-chested Grenadiers are a higher-priority target than the Drones they often accompany into battle. Grenadiers are smarter, use cover more frequently, and are armed to pose a threat even to Gears behind cover. Grenadiers swiftly cover-swap into position at close range and then launch a sudden, impactful attack. Some flush Gears out of cover with Frag Grenades, while others charge in and either mantle-kick over cover or blind fire their Gnasher at pointblank range.

As their name suggests, they frequently use the grenades they carry. This is a mixed blessing. Kill them swiftly and claim their oft-dropped grenades as your prize; deal with them slowly and suffer the consequences!

Try to keep Grenadiers at a distance by firing at them as soon as you see the pale sheen of their skin. Any weapon will suffice, though it's best to avoid getting into a close-range Gnasher duel with them on higher difficulties.



## > SAVAGE GRENADIER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 1000 | MODERATE | MODERATE | GNASHER, INCENDIARY GRENADES |

## > SAVAGE GRENADIER ELITE

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 1000 | HIGH | HIGH | GNASHER, BOLTOK, INCENDIARY GRENADES, FRAG GRENADES |

Savage Grenadiers and Savage Grenadier Elites share much in common with base Grenadiers. One key difference is that their lack of access to black powder has forced them to rely on a new type of ordnance: the Incendiary Grenade. Savage Grenadiers have incredible aim, and they don't hesitate to engulf an enemy in fire. When you take cover near a Savage Grenadier, be sure your cover is both tall and wide!



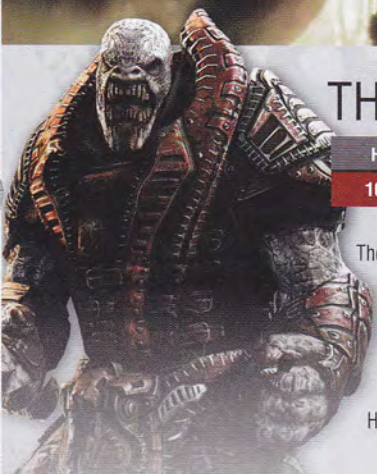
## > SAVAGE FLAME GRENADIER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 1200 | HIGH | HIGH | SCORCHER |

Thanks to the armor and backpacks of fuel they wear, Savage Flame Grenadiers bear little resemblance to standard Grenadiers. Their lack of grenades and the heavy Scorchers they wield cause them to move and behave much differently. Savage Flame Grenadiers boast enhanced health over other Grenadiers, but they're actually much easier to defeat. The fuel tanks they wear on their backs may give them a much longer burst of flame, but they also make a very easy target. Aim at their tanks, preferably after you lure them toward other nearby Locust. It takes only a few bullets to detonate the tank!







## THERON GUARD

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 1075 | HIGH | HIGH | TORQUE BOW, HAMMERBURST, LANCER |

Theron Guards have haunted the dreams of the COG ever since E-Day. These elite members of the Locust army are smarter, nastier, and stronger than standard Drones. Their high-collared robes are easily distinguishable from the other Locust, as are their hissing whispers. Theron Guards are known for carrying Torque Bows, though some attack with assault rifles.

The Gears don't encounter many standard Theron Guards—Queen Myrrah deploys many more Palace Guards for this final phase of the war. However, understand that they use cover extremely well. Always watch for the orange glow of a notched Torque Bow arrow charging!



## > PALACE GUARD

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 1075 | HIGH | HIGH | TORQUE BOW, HAMMER-BURST, LANCER, GNASHER |

These elite personal guards are similar to Theron Guards in all manner of style and weaponry. The slightly faster and more agile troops are promoted from the Theron ranks receive a unique set of robe-like armor that's golden in color. The sounds of their raspy grunts echo through many of the areas the Gears must traverse.

Palace Guards use cover effectively and often travel in small groups along a disciplined patrol pattern. You can also find Palace Guards riding Bloodmounts or flying into battle on a Gas Barge. It's quite common to encounter Palace Guards alongside Shriekers.



## > SAVAGE THERON

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 1200 | HIGH | LOW | CLEAVER |

Forced to develop a new way of life on the surface, Savage Therons have adapted to the role of close-quarters melee experts. They've taken up the Cleaver and assumed a new combat strategy. Savage Therons, identified by their white armor, march past available cover in an effort to advance straight into striking range. The Cleavers they wield are heavy weapons, and they're slow to swing, but they inflict severe damage. Back away and fire—Savage Therons pose little threat as long as you stay at least three paces from them as they draw near.



# KANTUS

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 2500 | HIGH | LOW | GORGON SMG, INK GRENADE, SCREAM, RESURRECTION |

The Kantus is a unique member of the Locust class, sometimes referred to as a Shaman. This rear support unit is armed with a Gorgon SMG and Ink Grenade, which it can throw with deadly precision. It uses an ear-piercing scream to down nearby enemies. The Kantus' scream forces Gears to cringe in place, at which time the COG has two seconds to evade before the Kantus screams again. Despite its considerable armament, the Kantus does not deploy for frontline combat, but rather for its healing ability. The Kantus can revive downed Locust—humanoids only, no heavies—from across the battlefield. Its chant can revive multiple downed Locusts simultaneously!

The Kantus is blessed with a wealth of HP seldom equaled among the Locust ranks. Take every opportunity to kill the Kantus quickly—power weapons such as the Boomshot and Longshot are best. Otherwise, be sure to finish off lesser enemies with executions or explosive attacks so they can't be revived. Lastly, the Kantus can summon Tickers into battle, which is just one more reason to kill it quickly!

## > ARMORED KANTUS

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 4800 | HIGH | LOW | TWO GORGON SMGs, ROLL ATTACK, RESURRECTION |

The Armored Kantus may well be the most intimidating of all enemies in the Locust ranks. This never before encountered creature makes the standard Kantus look like a tackling dummy. Cloaked in razor-sharp scale armor from head to toe, the aptly named Armored Kantus is virtually impervious to bullets. Standard gunfire inflicts less than 20% of normal damage per bullet. Flames from Incendiary Grenades and the Scorcher inflict only 70% of their regular damage, but are nonetheless superior to standard gunfire.

The single best way to defeat an Armored Kantus is through a combination of explosives and accurate gunfire. The Armored Kantus is knocked down when a Boomshot or Frag Grenade blast hits it. It then lets out a lengthy scream after it gets to its feet. Switch to a weapon like the Lancer, Gorgon SMG, or Hammerburst, and fire at its open mouth while it screams. The Armored Kantus is vulnerable for roughly four seconds while it screams. This is more than enough time to kill it with any of the aforementioned weapons. The Armored Kantus also screams periodically on its own, often to revive a downed Locust. Use this opportunity to fire a lethal Longshot or Torque Bow salvo straight through the back of its throat.

The Armored Kantus eschews cover and pursues its enemy aggressively. It wields twin Gorgon SMGs but also uses its armor's scales to cut and slice with a spinning double-roll attack. Keep your distance and quickly roll out of its path should it curl up and begin its spin attack.





# BOOMER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 2500 | HIGH | LOW | BOOMSHOT |

Boomers have earned their rep as the Locust army's signature heavy unit. Though they appear similar to Drones and Grenadiers at first glance, their hides are considerably thicker and stronger, and their breadth much wider. Boomers are incredibly resistant to damage and are the only units in the Locust army strong enough to wield the Boomshot, their namesake weapon.

Their ferocity and intense focus has an unfortunate side effect: a rather peculiar inability to reason. Boomers march headlong into battle with little regard for cover or flanking strategies. Much to the Gears' delight, Boomers also announce each attack by yelling "BOOM!" as they squeeze the trigger. This is your cue to duck!

Boomers can absorb a heaping dose of damage before they fall dead. Boomers and other heavy units do not enter the downed state. Don't spare munitions when you deal with the Boomers. Switch to your power weapon and don't feel wasteful in using it. Best of all, killing the Boomer quickly often yields a Boomshot.



## > SAVAGE BOOMER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 2500 | HIGH | LOW | DIGGER LAUNCHER |

Savage Boomers are quite similar to standard Boomers in appearance and technique, but they wield the Digger Launcher in place of the beloved Boomshot. The Digger Launcher packs as much explosive power as the Boomshot, but it burrows rapidly in a straight path through the ground, under cover, and automatically emerges near the target. The explosive organism then leaps from the ground and creates a wide explosion. Savage Boomers don't stay in cover, and instead favor a steady march toward their foes.

## > FLAME BOOMER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 2500 | HIGH | LOW | CUSTOM SCORCHER |

The menacing Flame Boomer makes a rare appearance near the end of the campaign. Do not take this foe lightly. Its battle technique is similar to the standard Flame Grenadier, but it packs the additional HP unique to the Boomer clan. The Flame Boomer also carries a modified Scorcher that inflicts greater damage than the Flame Grenadier's standard Scorcher. The best way to defeat the Flame Boomer is to target the fuel tanks it wears on its back.

# MAULER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 2750 | HIGH | LOW | BOOMSHIELD, EXPLOSIVE FLAIL |

Maulers resemble Boomers in size, but they're much faster when they charge their foes. Fire at Maulers to force them to slow and hunker down behind their Boomshields. This makes them tough to shoot, but it buys you some time as they slow their pace.

The mighty Boomshield deflects nearly all frontal fire, allowing Maulers to close on their targets, where they can employ their explosive flails. Targeting their feet with machinegun fire can inflict some damage, but it's more expedient to use explosives or power weaponry and attack from afar, while the Mauler moves with his shield lowered.

The Mauler is a threat only at close range, though its flail's explosive radius extends several yards. Taking a direct flail hit is usually lethal, and even being caught within its blast radius is enough to down you. This blast spreads beyond cover, so be sure to shift cover as the Mauler approaches.





## GRINDER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 2750 | HIGH | LOW | MULCHER |

The Grinder is another heavy unit in the Locust army. Grinders are similar to Boomers in size and tactics, even going so far as to yell "GRIND!" before they attack with their heavy Mulcher machineguns. Grinders are as dangerous as they are rare—no doubt a mixed blessing.

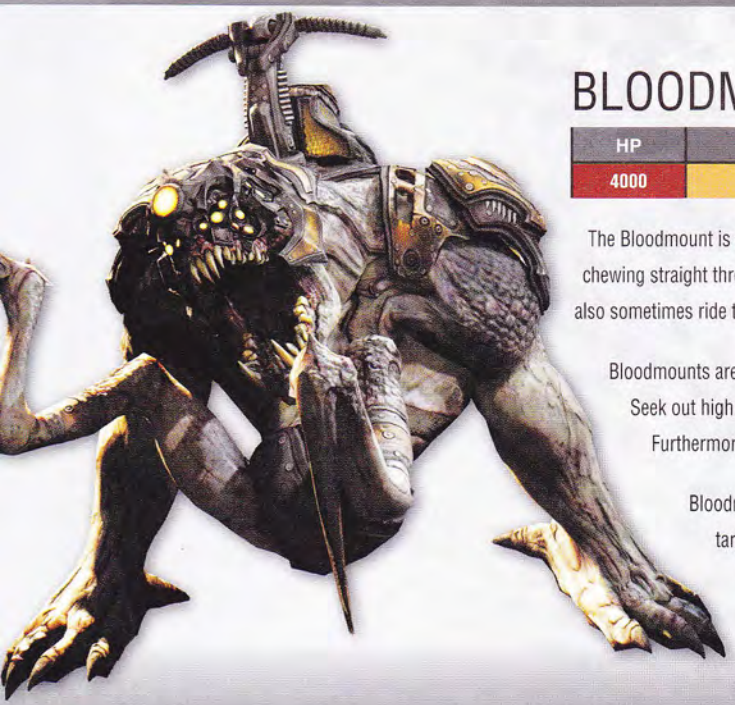
The Mulcher's accuracy diminishes significantly with range, reducing the Grinder's effectiveness. Stay in cover and retreat until the Grinder's attacks are more of a nuisance than a significant threat. Switch to a power weapon, preferably the Torque Bow or Boomshot, and listen for a lull in the Mulcher's action before you rise up to take your shot. Try to wait for the Grinder to pause to cool down its Mulcher, and then take aim. Kill the Grinder before it expends too much of the Mulcher's ammo to net yourself a powerful heavy weapon!



## BUTCHER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 2750 | MODERATE | LOW | CLEAVER |

This rare, lumbering Locust attacks not with guns or a flail, but with the same rudimentary Cleaver that Savage Therons use. Butchers march straight past cover with the singular focus of a hungry giant coming to dinner…and it's you that they want to carve! Butchers are dangerous only at extremely close range, thus allowing you to dispatch them by backing away while you hip fire whichever weapon you have on hand.



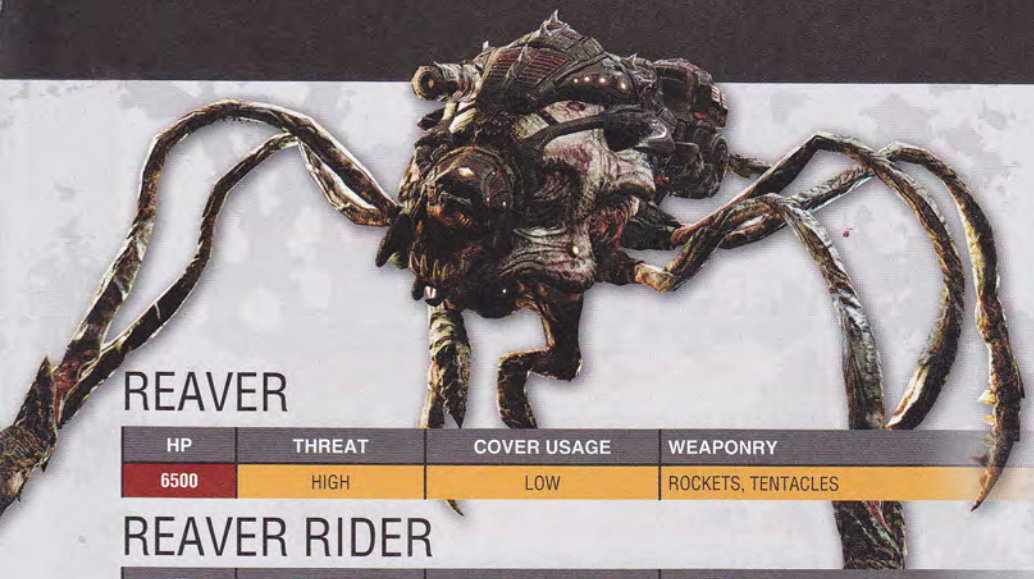
## BLOODMOUNT

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 4000 | HIGH | LOW | TEETH, LEG STAB |

The Bloodmount is a fairly large four-legged beast with dagger-like front legs and a mouthful of teeth capable of chewing straight through a COG's armor. Often ridden into battle by a variant of a Drone or Grenadier, Palace Guards also sometimes ride them.

Bloodmounts are deceptively quick, and they close on your position rapidly, particularly if you're behind cover. Seek out high cover or keep running, as the Bloodmount can rear back and attack over cover at close range. Furthermore, its rider uses its elevated position to shoot at you over cover.

Bloodmounts are vulnerable to all weapon fire. You can stun both the Bloodmount and its rider by targeting the helmet that adorns the Bloodmount's head. This dazes the Bloodmount and avails its head to further damage. Killing the rider helps to eliminate the Bloodmount's ranged threat, but it does not stop the beast's charge.



# REAVER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 6500 | HIGH | LOW | ROCKETS, TENTACLES |

# REAVER RIDER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 1100 | LOW | LOW | HAMMERBURST, TORQUE BOW |

Reavers rule the skies above the battlefield, as their size and speed allow them to go places where sluggish Gas Barge cannot. Though they're large enough to support two mounted riders, Reavers move with extreme finesse, forever seeking the optimum vantage point from which to launch their Boomshot-like rockets. The glands on the Reaver's tentacles secrete an oily mist that can obscure visibility.

Reavers are not confined to flight; in fact, quite the opposite. They touch down at close range and stab at Gears with their tentacles' talon-like ends. Landing also gives their riders a stable platform from which to fire their weapons. All Reaver riders, regardless their class, possess the same HP.

Grant the Reaver your full attention, and aim straight for its head—don't waste your time targeting its riders, as the Reaver's tentacles and rockets undoubtedly pose a greater threat. Reavers possess an unshielded weak point on their undersides. Target their soft, pink underbellies for an efficient kill—just don't get trampled in the process!







## CORPSER EGG

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 100 | NONE | LOW | NONE |

## LARVAE CORPSER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 350 | LOW | LOW | PINCH |

## JUVENILE CORPSER (UNARMORED)

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 800 | MODERATE | LOW | CLAW, STAB |

## JUVENILE CORPSER (ARMORED)

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 3500 | HIGH | LOW | CLAW, STAB |

## CORPSER

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 10000 | HIGH | LOW | CLAW, STAB |

The Corpser returns in multiple forms: un-hatched Corpser Eggs, newborn Larvae, unarmored and armored Juvenile Corpsers, and standard adult Corpsers. There's also a Corpser Mother, but that's a discussion for another time.

Corpser Eggs and Larvae Corpsers are no more than fodder and pose little threat. They exist in a single scene and you can mow them down with minimal Lancer fire. Juvenile Corpsers come in both armored and unarmored variants, and are a greater concern. These crab-like creatures crawl across the ground to claw at the Gears. Those with armor shield their vulnerable faces with heavily plated front legs. These legs protect their heads from standard machinegun fire, but they do little to deflect high explosives. A single Boomshot or Frag Grenade is all it takes to dispatch a Juvenile Corpser. Some encounters with Juvenile Corpsers take place while you ride in a vehicle.

The adult Corpser is the most threatening of all the non-boss Corpsers. It's quite a bit larger and is much faster. In addition to boasting far more HP than other Corpsers, it burrows toward you with a singular raised claw protruding from the ground, not unlike a shark's dorsal fin. Evade the claw as it slices through the ground, as it can instantly emerge and stab at you with great ferocity. Aim between its legs to hit your mark. Heavy weapons are best, as explosions force the Corpser to rear up and expose its softer tissue to subsequent attacks.

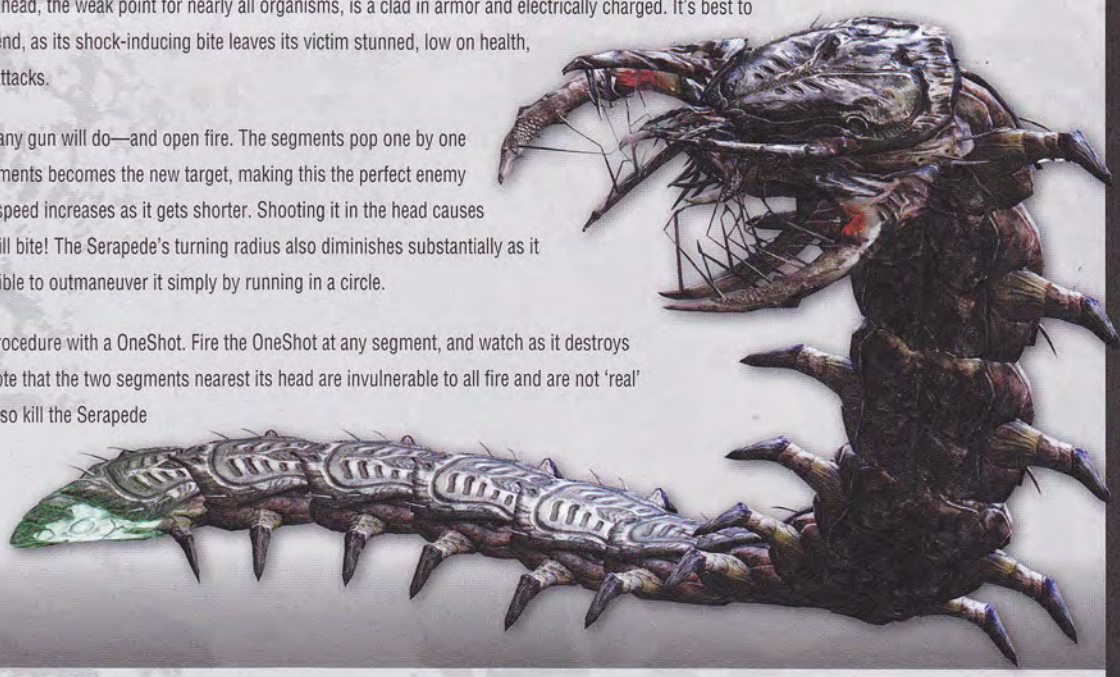
# SERAPEDE

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 800 | MODERATE | LOW | ELECTRIC BITE |

The armor-plated Serapede is a beast unlike any seen before on Sera. This multi-segmented centipede is virtually bulletproof throughout its body, except for its trailing segment. Even its head, the weak point for nearly all organisms, is a clad in armor and electrically charged. It's best to steer clear of the Serapede's business end, as its shock-inducing bite leaves its victim stunned, low on health, and extremely vulnerable to follow-up attacks.

Aim for the last segment on its body—any gun will do—and open fire. The segments pop one by one with each shot. Whoever hits three segments becomes the new target, making this the perfect enemy to tackle with a friend. The Serapede's speed increases as it gets shorter. Shooting it in the head causes it to rear up and stop charging, but it will bite! The Serapede's turning radius also diminishes substantially as it gets shorter, making it virtually impossible to outmaneuver it simply by running in a circle.

You can shortcut the standard attack procedure with a OneShot. Fire the OneShot at any segment, and watch as it destroys that segment and all those behind it. Note that the two segments nearest its head are invulnerable to all fire and are not 'real' segments. The Hammer of Dawn can also kill the Serapede in this manner.





# BRUMAK

| HP | THREAT | COVER USAGE | WEAPONRY |
|---|---|---|---|
| 60000 | HIGH | LOW | ROCKETS, CHAINGUNA |

The mighty Brumak terrorizes groundwalkers who cross its path. This massive beast boasts wrist-mounted chainguns and a massive rocket pack atop its back. Fortunately, the Gears seldom encounter a Brumak without the aid of a commandeered Siege Beast or a vehicle capable of speeding past it.

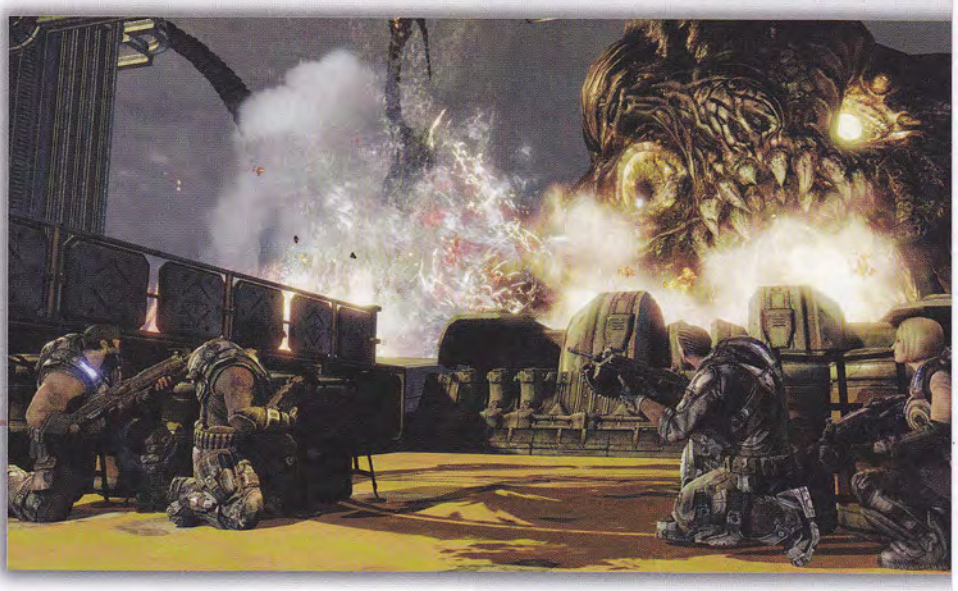
That said, an encounter with the Brumak while you're on foot is unavoidable. Immediately seek cover and use assault rifles, a Mulcher, Vulcan, or Boomshot to destroy its wrist-mounted chainguns. This reduces its offensive capability and it inflicts significant damage. With the chainguns destroyed, you can either fire at the Brumak's head or try a flanking maneuver to line up a shot at the red glow of the battery pack it wears. This is an effective strategy when you play with friends who can distract the beast. Otherwise, it's often best to hold your ground in cover and whittle away at the Brumak's massive pool of health.

# ACT 01

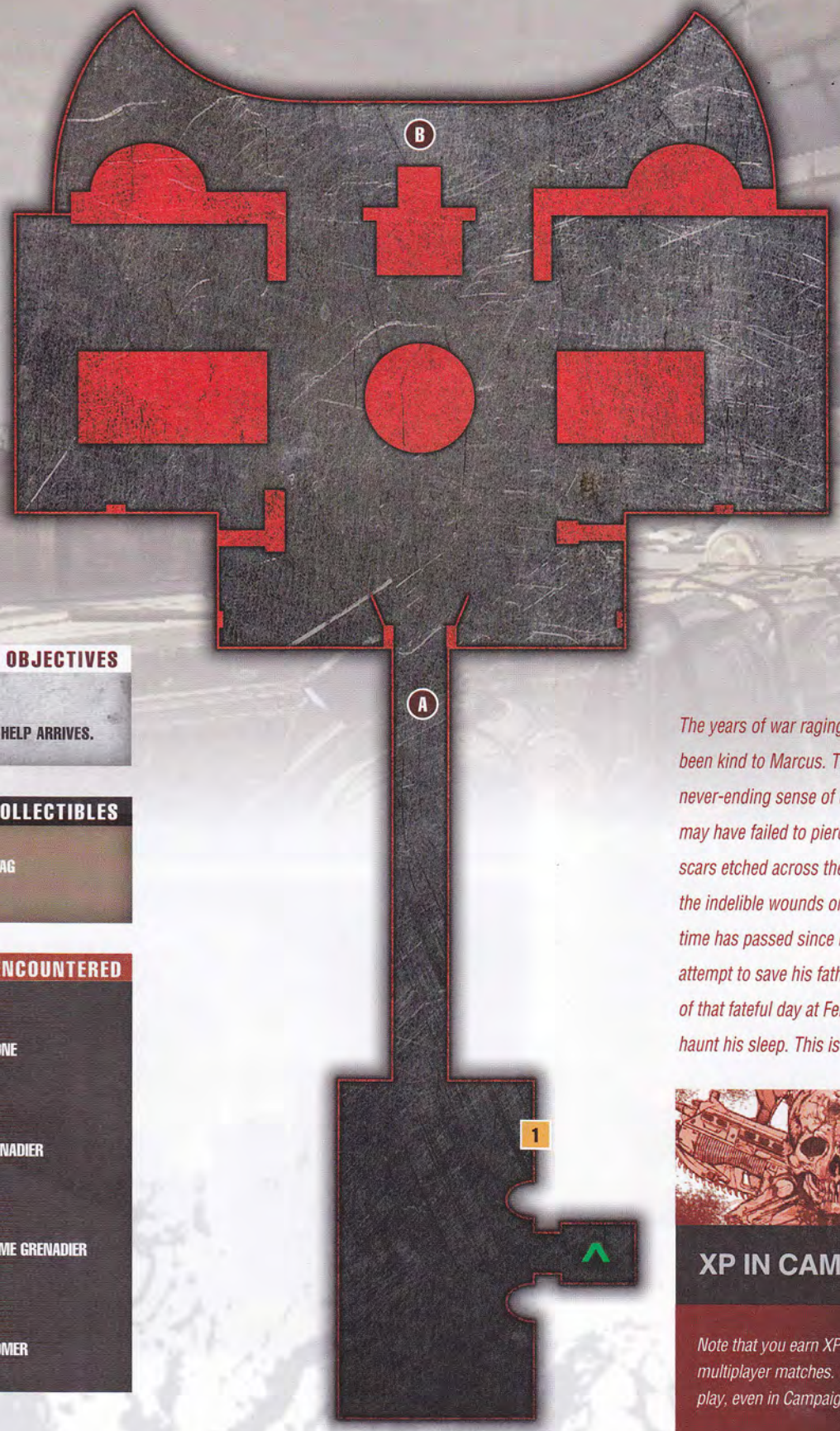








# ACT 01 TROUBLED PAST




## OBJECTIVES

- A FOLLOW ANYA.
- B DEFEND THE STAIRS UNTIL HELP ARRIVES.

## COLLECTIBLES

1 — COG TAG

## HOSTILES ENCOUNTERED



SPECIES: LOCUST
ENEMY TYPE: DRONE



SPECIES: LOCUST
ENEMY TYPE: GRENADIER



SPECIES: LOCUST
ENEMY TYPE: FLAME GRENADIER



SPECIES: LOCUST
ENEMY TYPE: BOOMER

*The years of war raging across Sera have not been kind to Marcus. The constant killing and never-ending sense of urgency and despair may have failed to pierce his body, but the scars etched across the sergeant's face mirror the indelible wounds on his psyche. Much time has passed since Marcus led a failed attempt to save his father, but recollections of that fateful day at Fenix Estate continue to haunt his sleep. This is one such dream…*



## XP IN CAMPAIGN

*Note that you earn XP for more than just multiplayer matches. You gain XP as you play, even in Campaign mode.*

# JACINTO PRISON

**OBJECTIVE**

## A FOLLOW ANYA

Anya and Jack break Marcus free from solitary confinement. Anya has important information to share with Marcus; she walks to the door at the end of the hall. Go to her, but first locate the COG Tag.



*Anya has an important message for Marcus from his dad. It's about the Locust...*

### INVINCIBLE!

**You are invincible during this dream, so use the opportunity to rack up your score multiplier!**

### 1 COG TAG

**Exit the prison cell and notice the Crimson Omen insignia on the wall. This is your cue that a COG Tag is somewhere nearby. Approach the cell to the right and kick open the door to find the first collectible.**



COLLECTIBLES

# FENIX ESTATE

**OBJECTIVE**

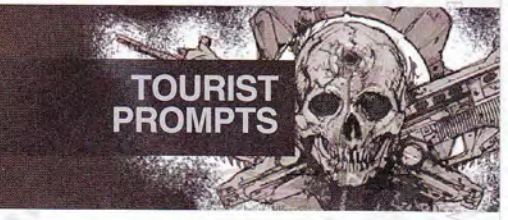
## B DEFEND THE STAIRS UNTIL HELP ARRIVES

The Fenix Estate courtyard is being resurrected before your very eyes, just in time for Marcus and Dom to take point against the Locust. Slide into cover against the wall overlooking the lower courtyard and open fire. Marcus is equipped with the Lancer and has unlimited ammo. This being a dream, he's also immune to damage. Open fire on the Locust down below, either while blind firing or with the Weapon Aim ability for more precise targeting. The Locust grow in strength, but they pose no threat to either Marcus or his men. All the bullets in the world can't save Adam Fenix, but that needn't stop Marcus from trying...

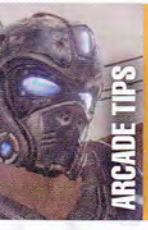


*Use this time to practice Active Reloads, blind firing on an angle, and using the Aim Weapon button.*

*Veterans of the series may be tempted to wander the courtyard and soak in the dreamy reconstruction of the brickwork, but don't dawdle! Tutorials appear to prod you into action. If you want the most seamless experience, get into cover and start firing on the Locust right away. Those who play the game as it's meant to be played will likely never encounter these beginner-friendly tutorial messages.*



### TOURIST PROMPTS



### ARCADE TIPS

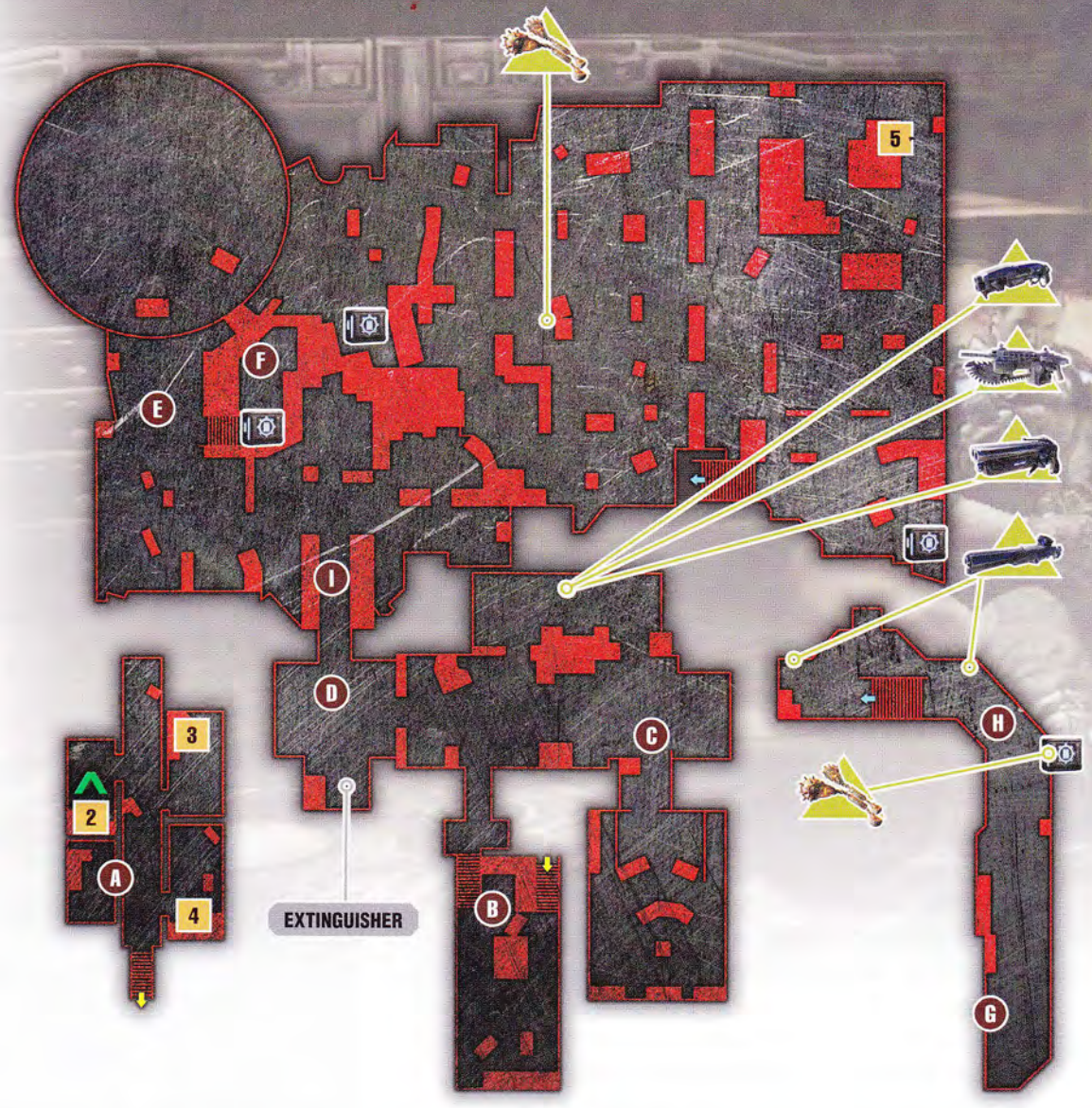
**Race to the wall and open fire on the Drones that are already there. Keep your sights trained to the right for enemies emerging from the first grub hole. Kill them in quick succession, and then pan to the far left to spot the second grub hole. The Flame Grenadier that emerges first is one of the highest-priority targets during this encounter—shoot it in the back for a quick kill! Slaughter this second wave of enemies, nail your Active Reload, and be ready to fire on the Boomers that appear alongside the Corpser. Killing the Boomers is key to gaining a 4x multiplier to use against any stragglers that remain.**

CHAPTER 01

CNV SOVEREIGN, RAVEN'S NEST CLASS WARSHIP — 2 YEARS AFTER SINKING JACINTO

# ANCHORED

*The sinking of Jacinto brought a temporary triumph in the war against the Locust, but not without significant cost. The surviving citizens, along with the remaining members of the Coalition of Ordered Governments, abandoned their homes to relocate to the island of Vectes, beyond an ocean trench too deep for the Locust to burrow under. The island's naval base and obsolete fleet of Raven's Nest warships helped ensure a safe exodus from the Sera mainland. Not all of these newfound Stranded took to dry land, however. Some, including Marcus and the surviving members of Delta Squad, moved into permanent residence aboard the CNV Sovereign, a rusting helicopter carrier nearly fifteen years past its expiration date.*




## OBJECTIVES

- A GET DOM.
- B GET JACE.
- C MEET ANYA.
- D MEET PRESCOTT ON THE HELIPAD.
- E SECURE THE DECK.
- F RAISE THE DECK LIFT.
- G HEAD TO CIC TO VIEW PRESCOTT'S MESSAGE.
- H DEFEND THE RAVEN'S NEST.
- I GET TO THE CAPTAIN'S QUARTERS.
- J USE THE FIRE EXTINGUISHER TO PUT OUT THE FIRES.

## COLLECTIBLES

2 —  — TWENTY DOLLAR BILL

3 —  — DOM'S PSYCH REPORT

4 —  — REQUISITION FORM

5 —  — COG TAG

## HOSTILES ENCOUNTERED



SPECIES: LAMBENT
ENEMY TYPE: POLYP



SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE



SPECIES: LAMBENT
ENEMY TYPE: DRUDGE

# CNV SOVEREIGN

OBJECTIVE

## A GET DOM

The Sovereign has entered hazardous waters, and a crew is needed for watch duty: Marcus Fenix, Dominic Santiago, Anya Stroud, and Jace Stratton. Naturally, it's up to Marcus to wrangle up the others. Exit the cabin and turn to the right. Dom's cabin is adjacent to Marcus's cabin, as indicated by the sign above the bulkhead door.

### ADAM'S AWARD

*Marcus's cabin has a container for his father's Octus Medal. Perhaps you'll get a chance to find the artifact that belongs in this container later in the campaign...*

### 2 TWENTY DOLLAR BILL



The first collectible in this chapter is inside Marcus's cabin, on the edge of the table. It's a twenty dollar bill.



Coalition Reserve currency may not do him any good now, but the cash reminds him of better times...and bets made with Dom.

COLLECTIBLES

### 3 DOM'S PSYCH REPORT

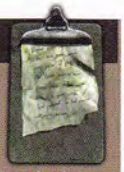


Enter the infirmary across from Dom's cabin. The write-up on Dom's mental state is attached to the clipboard in the back corner, near the chair and sink. Few members of the Sovereign's crew have had it as hard as Dom...



COLLECTIBLES

### 4 REQUISITION FORM



Step inside Baird's cabin on the left before you lead Dom up the stairs. Baird is currently out on a supply run, but he filled out the form on his workbench before he left. It has to be hard to keep Jack in working order when you're stranded at sea.



COLLECTIBLES

OBJECTIVE

## B GET JACE

Lead the way up the stairs to the recreation room on deck two. Jace is off to the right, banging away on the Candy Striper vending machine in hopes of getting its last pack of gum. Note the desiccated Lambent Stalks out the window, and round the column to meet up with Jace. Give the machine a swift kick to show the corporal how it's done.



*Interact with the Thrash Ball arcade game to hear Cole Train's most popular catchphrases. Whoo!*

OBJECTIVE

## C MEET ANYA

Lead Dom and Jace up the stairs toward the captain's quarters. Lieutenant Anya Stroud is just around the corner, being briefed on a current inbound Raven. She fills in Marcus and the others on the surprise radio contact they've received—they can't believe who's aboard that chopper...

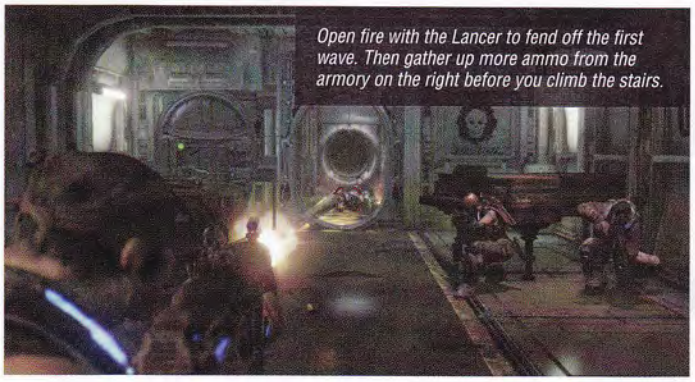
### TICKLE THE IVORIES

**Marcus can bang away at the piano in this room with Anya. In fact, multiple pianos with which you can interact are scattered throughout the campaign. Just don't expect to make beautiful music.**

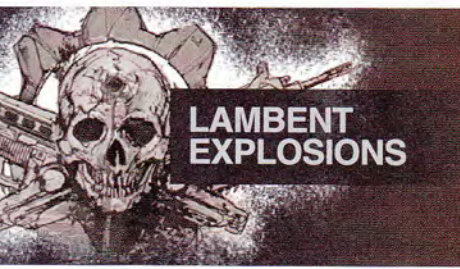
OBJECTIVE

## D MEET PRESCOTT ON THE HELIPAD

The disgraced Chairman Prescott has returned from his self-imposed exile and is scheduled to land momentarily on the starboard deck, but he's not the only arrival. Numerous crab-like creatures known as Polyps have somehow boarded the ship and made their way inside. Delta Squad hasn't encountered a Polyp in months! Equip the Lancer by pressing Right on the D-Pad, and open fire on the Polyps entering through the open door. Don't worry about taking cover, as these particular specimens are unlikely to perform their spit attack. Just shoot them before they get too close.



*Open fire with the Lancer to fend off the first wave. Then gather up more ammo from the armory on the right before you climb the stairs.*



## LAMBENT EXPLOSIONS

*Lambent creatures are filled with Imulsion, the toxic substance humans and Locust have long fought over to fuel their respective colonies. Imulsion is the Lambent's lifeblood, and each Lambent death is marked by a dangerous explosion that showers everything nearby in Imulsion. This is one of the COG's greatest threats. Be extra careful around Lambent and avoid killing them at close range, as even the Icwly Polyps can inflict significant damage if several erupt near the COG. Larger Lambent yield far deadlier Imulsion bursts.*

OBJECTIVE

## E SECURE THE DECK

Fight your way up the stairs to the ship's deck, where a number of Lambent are fast approaching, led by one of their tougher variants, the Drudge. Drudges release massive Imulsion explosions upon destruction, so keep your distance and focus your fire on them first—the Drudges you encounter here don't mutate. Use the crates and barrels for cover, and gradually push across the deck as you defeat each line of Dark Drones. Blind fire with the Lancer over cover to combat the nearest Dark Drones. Toss a Frag Grenade at the group of Dark Drones before they split up—this is also a great way to destroy fragile wooden crates and remove cover.



*Aim for the enemy's head to inflict greater carnage, but drop into cover and blind fire if you start to take damage.*



## SOLID COVER

*Not all cover is created equal. Beware taking cover behind wooden crates and pallets, as enemy fire and Imulsion blasts can easily destroy them. Try to take cover only behind indestructible objects, such as concrete barriers, crates wrapped in metal banding, or the large, keg-like barrels.*

The final enemy in this assault is a Drudge that appears near the helipad bay. Roadie Run around the corner, past the control station, and kill it with the Lancer's chainsaw. Marcus automatically kicks the Drudge into the helipad bay before it has a chance to explode.

## 1 RAISE THE DECK LIFT

Gather the ammo from the crate and ascend the steps to the operator's booth overlooking the helipad bay. Pull the lever to raise the lift so Prescott's bird can land. Marcus and the others can be forgiven for not rolling out the red carpet for the AWOL chairman. But that doesn't mean Prescott doesn't have valuable information. He hands Marcus a data disc before brushing past the COGs to join Captain Michaelson in his stateroom.



*Prescott will have to forgive Delta Squad for not throwing him a homecoming party.*

OBJECTIVE

## G HEAD TO CIC TO VIEW PRESCOTT'S MESSAGE

A second wave of Lambent emerges from the Lambent Stalks on the ship's port side, near the stairs leading up to CIC. Sprint halfway across the deck, and take cover behind the barrels just beyond the sandbags. The Drudge atop the overhead walkway poses the biggest threat, so take it out first. The resulting explosion severs the walkway in two. Ready the remaining Frag Grenade and toss it at a group of Lambent. Advance to the cover just before the pumpkin patch to take aim on the other attacking Lambent. Eliminate this second wave before you climb the stairs on the right. Another option is to flank around the containers on the left to gain a clean shot at the enemies while they focus on your squadmates.

### 5 COG TAG

**The Crimson Omen painted on the side of the shipping container to the left is your cue that a COG Tag is nearby. This one is tricky to spot. It hangs from a slain COG soldier's neck on the walkway above, beyond the portion severed by the exploding Drudge. The only way to get this collectible is to shoot it down. Locate the corpse hanging partially off the walkway, and target the COG Tag with the Lancer to make it drop.**



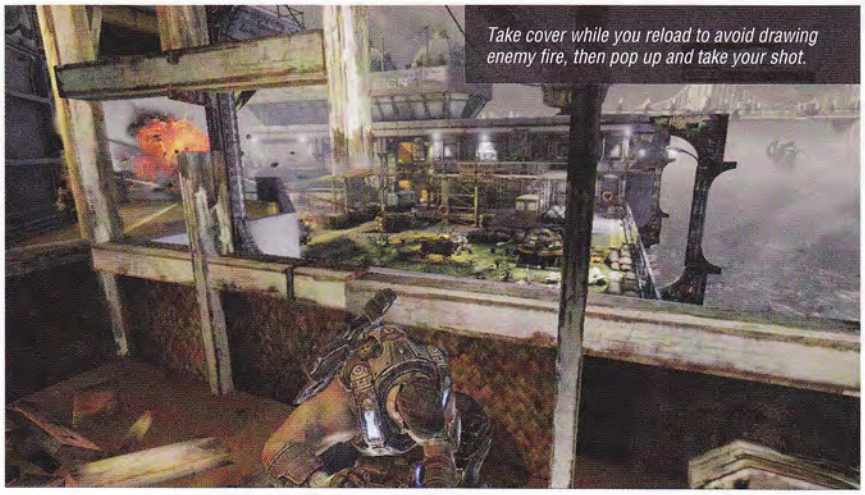
COLLECTIBLES

Ascend the stairs to the bridge and swap out the Gnasher for the Longshot that leans against the railing. Collect the ammo from the second Longshot located near the turn in the walkway leading to CIC. The sniper rifle comes in handy soon enough. Enter the door to CIC and watch the video recorded on the disc that Prescott handed Marcus.

OBJECTIVE

## H DEFEND THE RAVEN'S NEST

Another wave of Lambent attack—Marcus is needed on the deck at once! Equip the Lancer and use the chainsaw to cut through the pallets and crates blocking the shed-like structure on the right. Gather the extra ammo and Frag Grenades, and then set to sniping the Lambent down below. The first attackers from this next wave all board the ship from the port side, making this an excellent vantage point. Stay in this position and continue sniping until you exhaust all the Longshot ammo from the two weapons you acquired earlier, or until you kill the last of the Lambent on this side.



*Take cover while you reload to avoid drawing enemy fire, then pop up and take your shot.*

*Use the Weapon Aim button to focus on an enemy, then click the Left Thumbstick to "Spot" the target. This draws attention to the enemy and alerts your teammates where to focus their fire. Employ this ability against the tougher Drudge enemies, as they soak up a lot more bullets than your standard Dark Drone. Spotting an enemy also earns you more points in Arcade mode.*



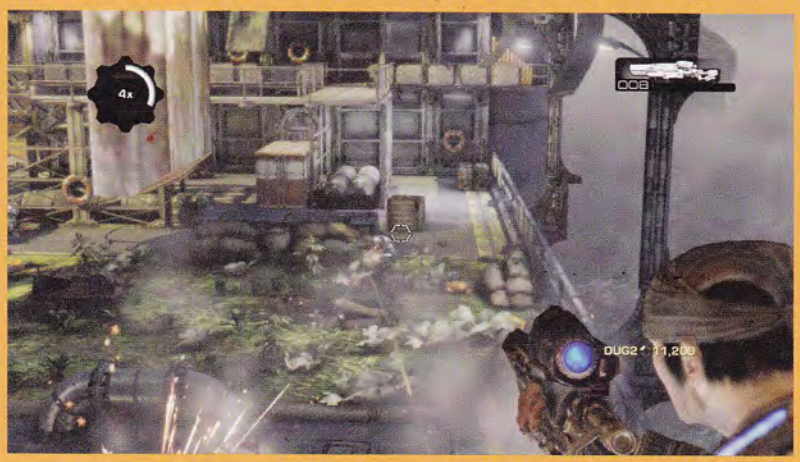
**SPOTTING THE ENEMY**

Make a run for cover along the walkway and employ the Lancer against any remaining Lambent down below. Don't descend the stairs until you dispatch the last of the Lambent on this side of the ship. Most of the Lambent now attack from the helipad lift's vicinity, but one or two may approach from your rear. Sprint straight to the ammo crate opposite the base of the stairs. Wait a moment there to see if any additional Lambent board the ship from this side—the last thing Marcus needs is to be caught in crossfire! Take cover near the broken walkway and scan for Drudges. Focus your fire on them before they get too close, as their death bursts can be lethal.



**ARCADE TIPS**

**You accomplish the bulk of this chapter's scoring between viewing the video at CIC and the rush back across the deck to the captain's quarters. Use the Longshot to score as many headshots as you can, but don't take too long lining up the perfect shot! Delays allow your teammates to get more of the kills, and they prevent you from exploiting their assists. Focus on your reloading, and try to no-scope for the head or body to sap at least part of the reward for your allies' kills in the form of assist points. Sniping is important, but keep moving. Race down the stairs into action to get the first grenade on the Drudges attacking near the helipad. The Drudges are worth considerable points, especially if you inflict all the damage.**




OBJECTIVE

## I GET TO THE CAPTAIN'S QUARTERS

Prescott and Captain Michaelson have been attacked in the captain's quarters, but the COG can't reach the far side until the helicopter lift is raised. Stay in cover, ready a Frag Grenade, and wait for the nearby crewmember to raise the lift. Sprint across the pad on an angle to the left, take cover, and blind toss the Frag Grenade at the Drudge and Dark Drones. Gather any nearby Lancer or Hammerburst ammo and descend the stairs on the right to the staterooms.

OBJECTIVE

## J USE THE FIRE EXTINGUISHER TO PUT OUT THE FIRES

The captain's quarters aren't far ahead, but the lower deck is on fire. Pick up the fire extinguisher lying opposite the stairs, and use it to douse the first two sets of flames leading to the captain. Hold the Fire Weapon button to use the extinguisher, and sweep it back and forth to put out the fires.



*Extinguish the flames by the door and near the piano, but leave the third fire burning to block the Drudge's advance.*

Fire may be a sailor's worst fear, but a little bit of flame won't sink the CNV Sovereign. Let the third set of flames burn to block the Drudge that attacks. Duck through the opening to the left to resupply at the armory—swap out the spent Longshot for the Gnasher. Finish off the Drudge in the hallway, and then charge down the hall to the captain's quarters. Blast the two Dark Drones with the Gnasher.

### THE GNASHER'S RANGE

**The Gnasher has excellent range for a shotgun—more than you may expect! It can inflict significant damage from ten yards away, and even fatal damage at five yards. Use the Gnasher's range to your advantage by keeping your distance from exploding Lambent enemies.**



CHAPTER 02

CNV SOVEREIGN, RAVEN'S NEST CLASS WARSHIP  15:33 HOURS

# ABANDON SHIP

*Michaelson is dead and Prescott injured. Coincidence or not, Prescott's Raven certainly drew the attention of some rather nasty Lambent. Prescott has some extra time to rehearse his explanation—and any apologies he may feel obliged to offer—while Marcus and the others return to the deck and try to save the ship.*

## OBJECTIVES

- A GET TO THE CHOPPER.
- B ACTIVATE THE LIFTS.
- C DEFEND AGAINST THE TENTACLE.
- D OPEN THE IRRIGATION VALVES.
- E REACH THE TOP DECK.
- F DEFEND THE RAVEN'S NEST.
- G FIND THE SILVERBACK STORAGE BAY.
- H USE A SILVERBACK TO MOVE THE OBSTACLE.
- I DISLODGE THE LEVIATHAN FROM THE SHIP.

## HOSTILES ENCOUNTERED



SPECIES: LAMBENT
ENEMY TYPE: POLYP



SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE



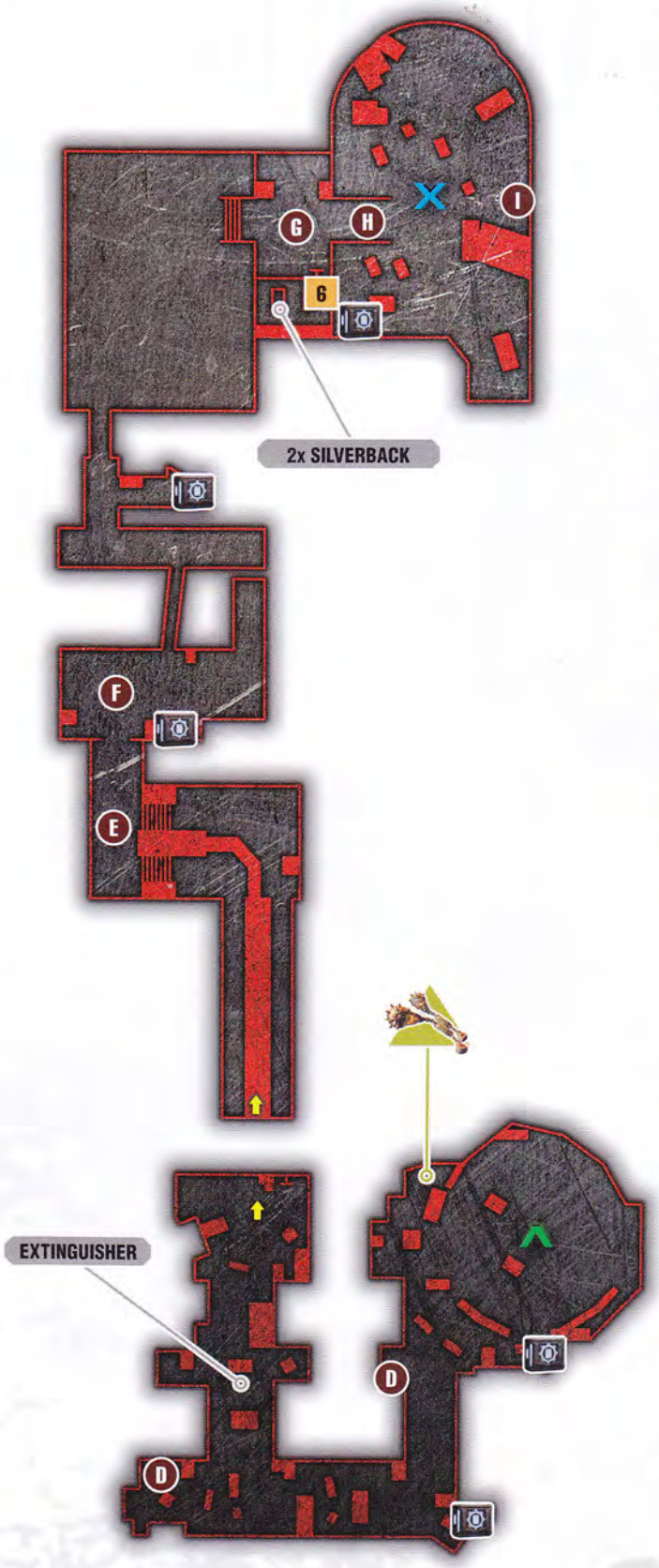
SPECIES: LAMBENT
ENEMY TYPE: DRUDGE

## COLLECTIBLES

6  SILVERBACK MANUAL







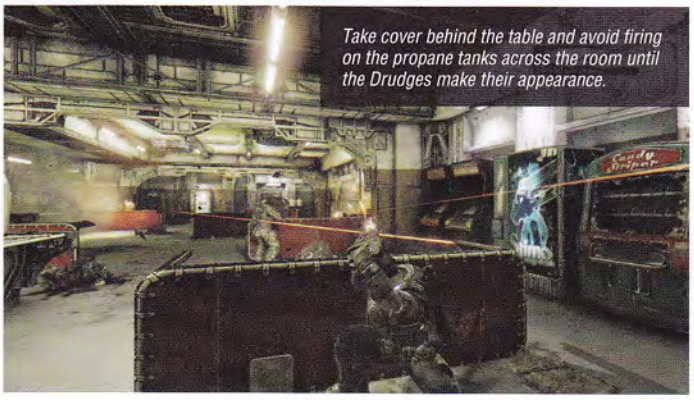

# CNV SOVEREIGN

OBJECTIVE

## A GET TO THE CHOPPER

The squad is still below deck when they get a call to assist the pilots of two Ravens trying to evacuate the ship. There aren't many Ravens left these days, and they can't risk losing the few they have! Use the Lancer against the Polyps that pour forth from the overhead pipes, and advance to the mess hall on the left.

Slide into cover against the table near the vending machines, and watch as Marcus automatically flips over the table for protection. Note the location of the two propane tanks in the back right corner. Avoid shooting them until a pair of Drudges enters from the other side. Use the Lancer to eliminate the first wave of Lambent and detonate the tanks to kill the second wave. Collect the Frag Grenades behind the kitchen counter, and consider picking up the Boltok Pistol lying near the first table.



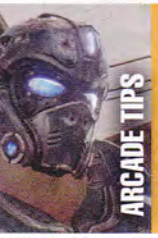
*Take cover behind the table and avoid firing on the propane tanks across the room until the Drudges make their appearance.*

Open the doors to the store room where several Stranded have barricaded themselves inside. Grab the ammo on the left, then climb over the obstacle and wait for the Stranded to slide the toppled vending machine out of the way.

Proceed to the hangar bay. Multiple Lambent are on the floor, as well as a Dark Drone up above, to the right. Take cover near the entry and use the Boltok to headshot the enemy up above. Toss a grenade at those on the floor and flank around to the left, using the metal panels along the walkway for cover. Additional Frag Grenades are at the end of the walkway on the left.



*Use the Boltok or Hammerburst to headshot the Lambent on the upper walkway to the right. Then flank around left to get the Frag Grenades.*



**ARCADE TIPS**

**Ignore the Dark Drone on the upper walkway unless you have the Boltok or Hammerburst, or your allies will likely get more of the kills in the room. Hurry along the left-hand walkway and lob a grenade when the two Drudges appear. It pays to get out in front of your allies and potentially lure more enemies into the area before the first wave is squelched. This is a good way to ensure you get the kill on both Drudges *and* replenish your supply of Frag Grenades.**

OBJECTIVE

## B ACTIVATE THE LIFTS

The hangar contains two helipad lifts. Marcus needs to locate the two levers, one for each of the helipad lifts, and raise them so the birds can get away. Round the corner past the first Raven, rush to cover behind the barrels in the center, and ready a Frag Grenade. Time your throw to hit the Lambents as they break down the door.

Rush up the stairs on the left, cross to the second set of stairs, and ascend to the control room. Take cover outside the door and blind fire the Drudge behind the table. Pull the lever to activate the first lift.

Exit the control room through the far door and run along the walkway toward the other Raven. Fire on the Dark Drones in the distance, but refrain from using a Frag Grenade here, as it comes in handy shortly.



*Be ready for the Lambent as they burst through the door at the end of the hangar bay.*

OBJECTIVE

## C DEFEND AGAINST THE TENTACLE

A massive Tentacle emerges from above and slams the Raven to pieces. Dozens of Polyps emerge from the Tentacle each time it slams the ground. The rest of Delta Squad fans out to tackle the Polyps on the other side of the lift. Backpedal up the stairs leading back the way you came. Along the way, hip fire the Lancer at the Polyps to keep them at bay. Aiming reduces your field of vision, and the additional accuracy isn't needed for Polyps, as they explode with minimal damage.

**CO-OP TACTIC**

**Given enough firepower, you can repel the Tentacle that smashes the Raven on the second helipad. It's generally easier for a lone player to focus on shooting the Polyps, but two or more COGs working in unison can beat back the Tentacle and reduce the number of Polyps that attack during this encounter.**

Cross the floor, past the other helipad, and fight your way up the stairs on the right, past the final Lambent—use the Gnasher if you get into cover atop the stairs. Loop around to the left to enter the control room atop the other stairs. Pull the lever to have the squad ride the lift to the upper deck.



*Fight your way into the second control room and pull the lever. The Raven may have been destroyed, but Delta Squad still needs a lift.*

OBJECTIVE

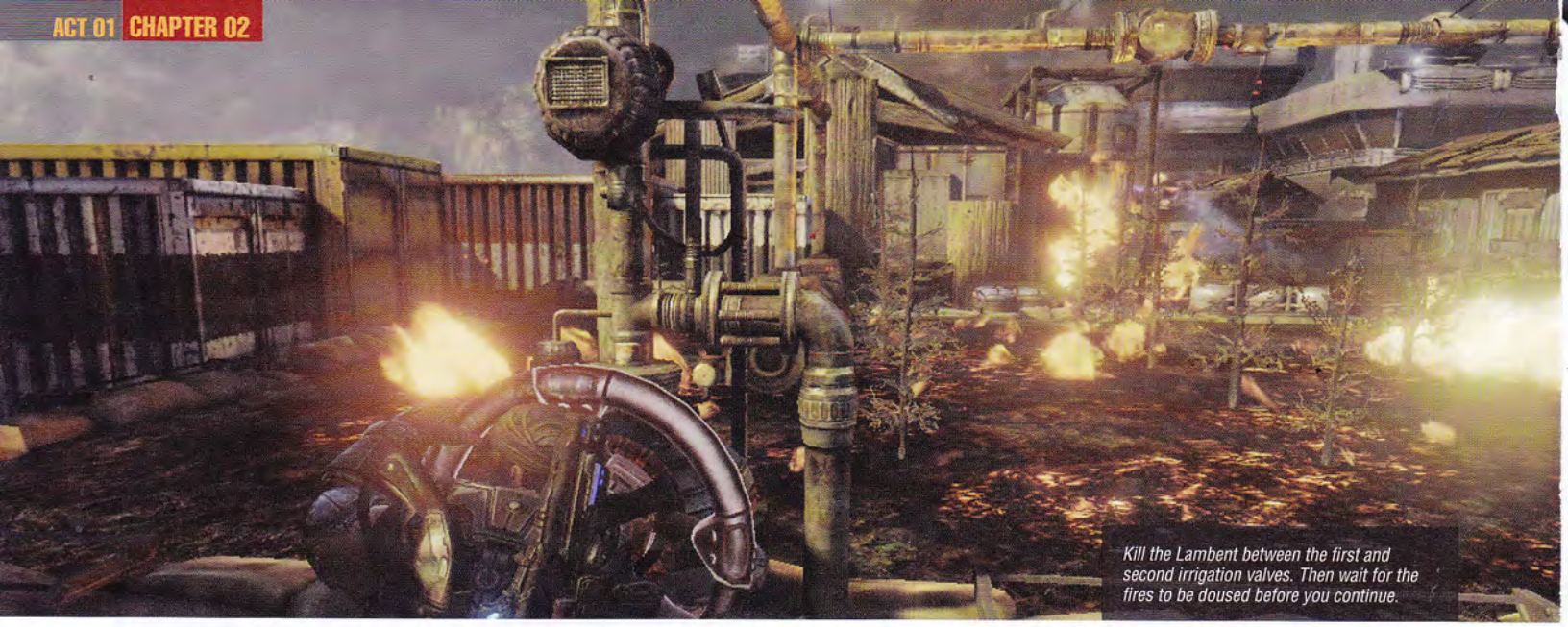
## D OPEN THE IRRIGATION VALVES

Fire is spreading across the upper deck—the only chance to save the ship is by releasing the irrigation valves. Open fire on the Drudge and Dark Drones as the lift rises, and take cover near control tower to the left. Clear out the enemies, and then locate the first irrigation valve near the wooden garden shed.




*Don't forget to use the Tac/Com if you have trouble spotting the valve. The star icon always points to the current objective.*

Wait for the water to extinguish the first set of flames, and then continue around the corner to the left. The second irrigation valve is near the wooden structure to the left of the next set of flames.



*Kill the Lambent between the first and second irrigation valves. Then wait for the fires to be doused before you continue.*

The flames are spreading across the planting patch to the fuel tanks, and a Stranded gets killed trying to extinguish them. Pick up the victim's dropped Fire Extinguisher and douse the flames to clear a path to the third irrigation valve.

OBJECTIVE

## E REACH THE TOP DECK

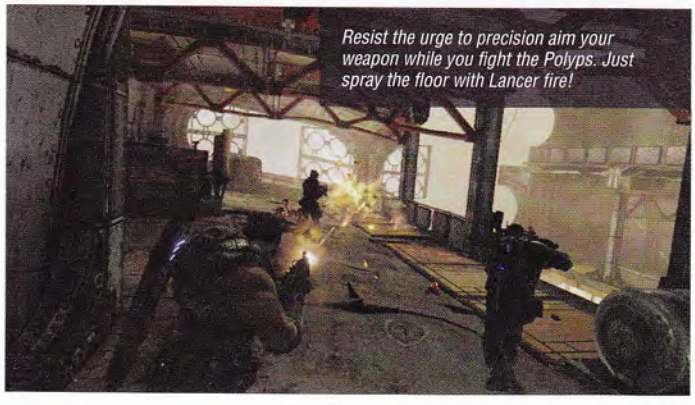
The Leviathan appears as you approach the third irrigation valve. It smashes a hole in the deck, plummeting Delta Squad into the CNV Sovereign's engineering room. They need to get back to the upper deck pronto!

Run down the hall to the right and kick open the broken bulkhead door. Approach the U-shaped section, where there seems no way to continue. Take cover on the right in anticipation of the Lambent that attack from the unreachable lower walkway.

OBJECTIVE

## F DEFEND THE RAVEN'S NEST

Another Tentacle appears and inflicts more damage to the ship, this time ripping large gashes in the structure and collapsing walkways. Multiple Polyps emerge each time the Tentacle slams the floor. Face the Polyps and open fire with the Lancer from the hip. Don't get too close, but stay in front of allies to ensure you get the lion's share of the points.



*Resist the urge to precision aim your weapon while you fight the Polyps. Just spray the floor with Lancer fire!*

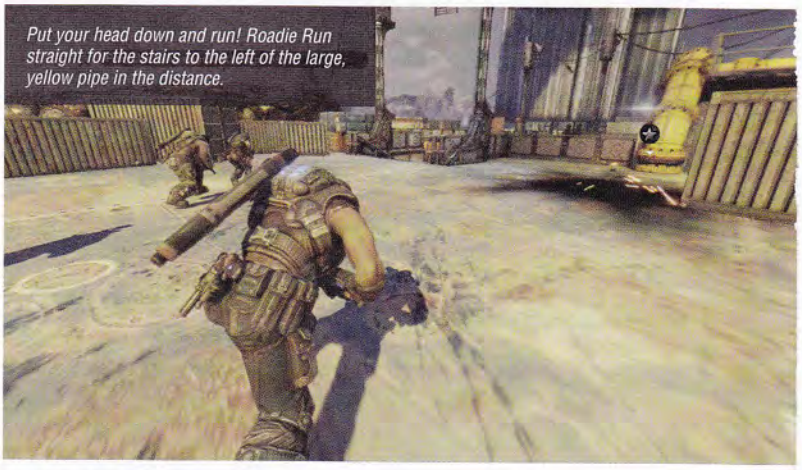
The Tentacle eventually knocks a makeshift bridge into position. Ascend to the upper level and continue through the fiery hallway, to the bulkhead door directly ahead. This leads out onto the upper deck.

OBJECTIVE

## G FIND THE SILVERBACK STORAGE BAY

Cole and Baird are on a bridge just upriver of the CNV Sovereign. They need Marcus and the others to lure the Leviathan under the center of the bridge—it's time to get the Silverbacks!

Two Tentacles slam down onto the deck just as Marcus and his squad exit the ship's interior. The Tentacles sweep across storage section, sliding a tangle of shipping containers across the deck in an attempt to crush the Gears as they run for the maintenance bay. Immediately Roadie Run across the deck on a slight angle to the left. Aim for the steps just left of the large, yellow pipe in the distance. Follow Anya and Jace, and quickly descend the stairs to avoid being crushed.



*Put your head down and run! Roadie Run straight for the stairs to the left of the large, yellow pipe in the distance.*

The Silverbacks are in the maintenance bay on the right, just beyond the container slide section. Pull the lever left of the door to open it.

## 6 SILVERBACK MANUAL



Sprint across the ship's deck to avoid being crushed by the shipping containers, and descend the steps to safety. Open the maintenance bay door, but don't let the gleam of the Silverbacks distract you from the collectible to the left. The Silverback Manual is perched atop the crate on the maintenance bay's left side.

COLLECTIBLES

OBJECTIVE

## H USE A SILVERBACK TO MOVE THE OBSTACLE

Get a feel for the Silverback controls. Crates on the far side currently block the gate leading to the ship's bow. Approach the gate and press the Melee button to make the Silverback kick open the gate.

### PILOTING THE SILVERBACK

*Silverbacks are quite intuitive to control and behave much like a robotic biped should. Standard human controls operate their movement (run, move, and aim), and pressing the A Button makes the Silverback hunker down into its "cover" mode from which it can fire rockets. The Silverback's standard weapon is the chain gun, which, like a Mulcher, overheats with extended use. Sprinting also causes the Silverback's temperature to rise. Hold the Reload button to vent off the heat for faster cooling. Lastly, press the B Button to perform a melee attack—perfect for dispatching Polyps and other enemies that get too close. Press the X Button to enter/exit the Silverback.*



# BOSS BATTLE

OBJECTIVE

## 1 DISLODGE THE LEVIATHAN FROM THE SHIP

### LAMBENT LEVIATHAN

The Leviathan latches onto the side of the ship with its giant maw and is threatening to sink the CNV Sovereign. Open fire with the Silverback, concentrating on the Leviathan's eyes and teeth to inflict greater damage. Continue firing at its face, particularly at its mouth, to force it to dislodge. The Leviathan continues to bite at the ship. Act fast, before the Leviathan gnaws too large a hole in the ship and sinks it.





Continue firing with the Silverback's chain guns, periodically cooling them as the Leviathan writhes in pain. It finally releases its bite and dives underwater, but not before deploying an army of Polyps and Dark Drones onto the deck. Open fire with the guns as soon as the Lambent appear. Watch carefully for the scurrying Polyps. The best way to take them out is to stomp on them, crushing multiple Polyps with a single smash of the Silverback. Beware the Imulsion—try to avoid stepping into it!



ARCADE TIPS



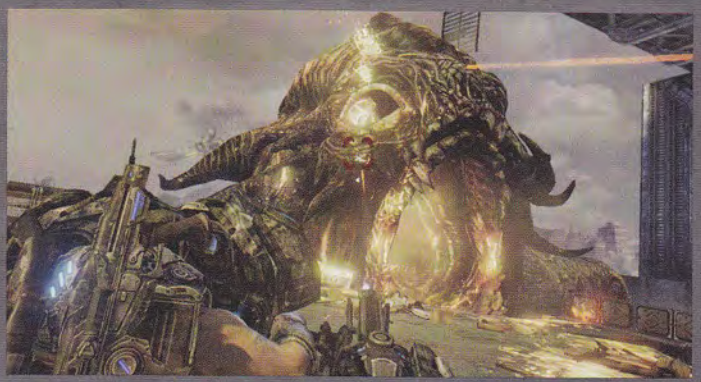
**Naturally, you have to focus on the Leviathan when it's attacking the ship, but mix in the occasional melee stomp just in case any Polyps are in the area—Polyps continue to exit the Leviathan's eye socket during the attack. Anya and Jace take out most of them, leaving Marcus and Dom to focus on the Leviathan, but some do reach the Silverbacks. You can earn thousands of points while the Leviathan is underwater by using rockets to take out the Dark Drones and by repeatedly melee stomping the Polyps. The Leviathan retreats underwater for a set amount of time after each critical hit, giving you the opportunity to kill as many Dark Drones and Polyps as you can (a maximum of three Dark Drones may appear simultaneously). Try to avoid firing all of your rockets unless you see a Dark Drone around, as the Silverback's reload time is quite lengthy. Enemies continue to spawn as fast as you can kill them, so use this to your advantage to accumulate a higher score.**

Hunker down and take cover. Use the Silverback's rockets to take out the Dark Drones and Polyps that attack when the Leviathan is underwater. Allow the rockets to reload, and then press the A Button to disengage the cover system. Continue using the chain guns until the Leviathan attacks again.

### CO-OP TACTIC

**The battle gets a bit more intense with two players in Silverbacks, but the added firepower goes a long way. If you're playing with three or four human players, remember that it's up to the two players outside the Silverbacks to help keep them alive. Focus your fire on the Polyps and Dark Drones so the Silverbacks can focus on the Leviathan. Humans can take cover against the rear of a Silverback in cover mode. This protects the humans from gunfire, as well as the Imulsion burst that follows each Lambent death.**

This pattern repeats two more times. Use the chain guns to repel the Leviathan from the side of the ship, and then fend off the Polyps and other Lambent. To maintain a full field of peripheral vision, avoid using the Aim Weapon button, and don't hesitate to smash the Polyps underfoot. Keep moving to avoid detonating the other Lambent at close range, which can take you down. Monitor the Silverback's health via the bar that appears on the bottom of the screen when the Silverback takes damage. Focus your fire on the Leviathan's mouth during the second and third attacks to keep it at bay. Nudge it under the bridge for Baird and Cole's attack.



CHAPTER 03

HANOVER, COLE'S FORMER HOMETOWN — 14:27 HOURS

# HOMECOMING

## OBJECTIVES

- A SEARCH FOR SURVIVORS.
- B FIND THE SHOPPING CENTER.
- C CLIMB THROUGH THE RAZOR WIRE.
- D CLEAR THE PARKING LOT OF LAMBENT LOCUST.
- E ENTER THE GROCERY STORE.
- F SEARCH FOR SUPPLIES.
- G FIND A WAY TO MOVE THE OVERTURNED LOCKER.
- H PICK UP THE SUPPLIES USING THE LOADER.
- I USE THE LOADER TO FORCE THE BAY DOORS OPEN.
- J CLEAR LANDING ZONE OF ENEMIES AND DROP OFF THE SUPPLIES.
- K USE THE LOADER TO PUSH THE CAR.

## HOSTILES ENCOUNTERED



SPECIES: LAMBENT
ENEMY TYPE: POLYP



SPECIES: LAMBENT
ENEMY TYPE: DRUDGE



SPECIES: LAMBENT
ENEMY TYPE: DARK WRETCH



SPECIES: LAMBENT
ENEMY TYPE: DRUDGE HEAD SNAKE



SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE




## COLLECTIBLES



7 JOURNAL



8 STUDENT'S NOTEBOOK



9 GROCERY LIST



10 COG TAG

*An hour prior to the Lambent assault on the CNV Sovereign, several of the Gears departed the ship aboard one of its few sky-worthy Ravens to search for supplies. Eyeing an opportunity to pay a visit to his old stomping grounds, Cole talks Baird and the others into searching the town of Hanover. Hanover isn't just where Cole was born and raised, but also home to the professional thrash ball team for which he helped deliver a championship. Baird isn't expecting much success, but is willing to allow the Cole Train this trip down memory lane, so long as they don't waste too much time...*

# HANOVER STREETS

OBJECTIVE

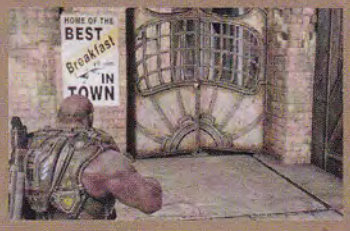
## A SEARCH FOR SURVIVORS

The Raven sets the squad down near the docks on the edge of Hanover, just steps from a Stranded outpost left in ruins. There don't appear to be any survivors, and certainly no food. Gather up the ammo and head down the road to the left, past the seafood restaurant.

Continue down the road to the outpost, where a none-too-friendly Stranded tells the squad, in not so many words, to keep on moving. Fortunately for the COG, the ornery gent at least has the sense to open the gate leading further into town so the team can proceed.

### 7 JOURNAL

**Kick open the gate to the right of the poster declaring the "Best Breakfast in Town," and enter the outdoor café.**




**A Journal lies on the ground near a corpse straight ahead. Take a moment to read the author's final entry about fighting the Lambent.**

COLLECTIBLES

OBJECTIVE

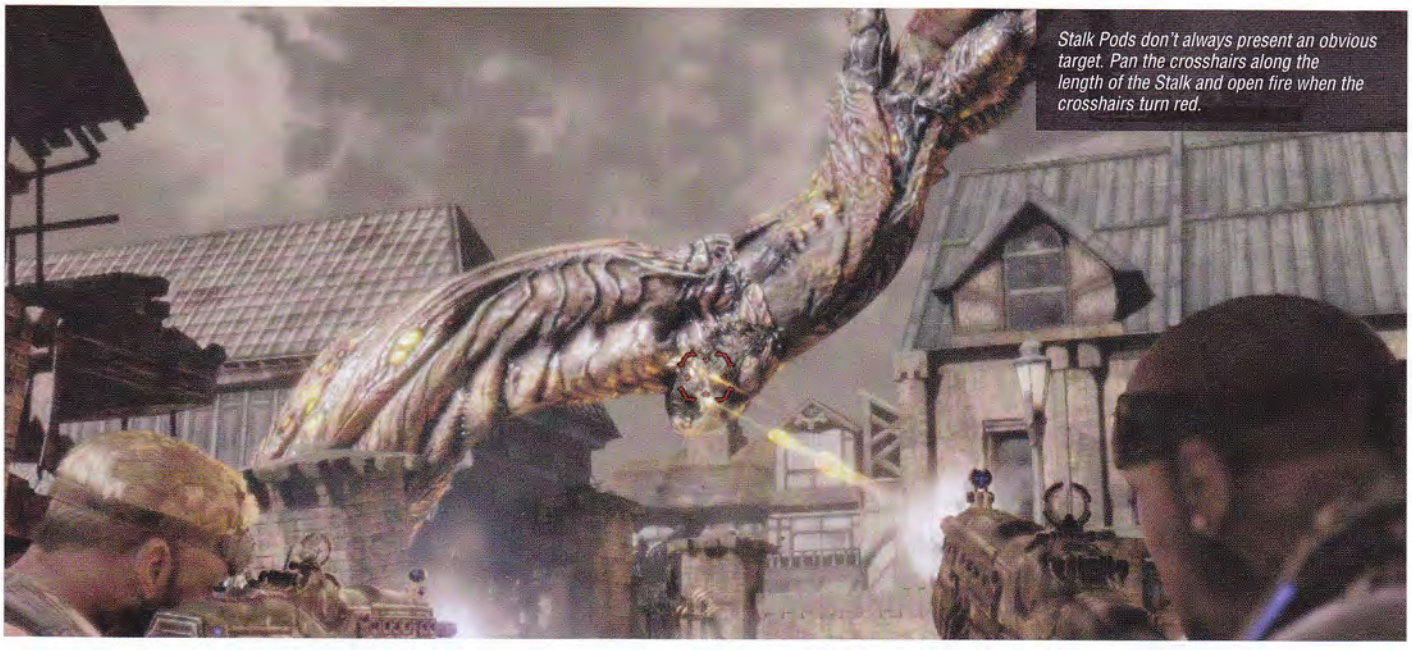
## B FIND THE SHOPPING CENTER

### PUT ON YOUR RALLY CAP

**Approach the pickup truck near the gate to the park, and note the foam fingers and other Hanover Cougars merchandise in the bed. Interacting with the hat while you play as Cole makes him put it on. Frontward or backward, the choice is yours. Three hats are scattered throughout Hanover, but this is the first.**



The quiet stroll through town is suddenly interrupted as a Lambent Stalk with Stalk Pods appears near the playground. Take cover behind the wall and playground equipment, and target the Stalk Pods to prevent them from dropping additional Lambent. The Stalk Pods grow on all sides of the Stalk, so you may have to move around to get an angle on the Pods on other side. The Stalk dies once you destroy the Stalk Pods (much like grub holes close when you kill Locust in previous *Gears of War* games).



*Stalk Pods don't always present an obvious target. Pan the crosshairs along the length of the Stalk and open fire when the crosshairs turn red.*

Use cover and flanking techniques to move through this area. Two Lambent Stalks emerge within the playground area and deploy Dark Wretches, Drones, and the first mutating Drudge. Keep your distance, as Dark Wretches can move pretty fast and can claw you to death in a moment. Watch from cover to see which form the Drudge mutates into, and then target its head, arms, or torso to dispatch it quickly.

## DRUDGE MUTATIONS

*Starting with the Drudge you encounter in the playground, all Drudge have the potential to mutate upon non-explosive death and gain a new pool of HP, along with a dangerous new form. Drudges may undergo a combination of mutations involving their legs, arms, or head. The leg mutation allows the Drudge to grow tall and fire its modified Hammerburst down over short cover while it sprouts Polyps from its base. Drudges that undergo an arm mutation grow lengthy arms that lob dangerous Imulsion bombs. Head mutations produce a dangerous, fire-breathing head that detaches to form a fire-breathing Head Snake upon death. Learn all about the Drudge in this guide's Hostile Forces chapter.*

## 8 STUDENT'S NOTEBOOK

**A Student's Notebook has been left on the playground fort with the slide and other fun toys. Run up the slide and climb onto the platform to reach this collectible.**



COLLECTIBLES

Destroy the two Stalks in the playground area, and then watch for a third Stalk to emerge just beyond the park. Wait for the Drones and Drudges to appear near the gate leading out of park—lob a Frag Grenade at them. Target the Stalk Pods, and then continue down the road and around the corner. Duck into the alley on the right to find additional Frag Grenades.

*Hang back inside the playground and use a Frag Grenade to kill the enemies that first spawn from the third Stalk.*



OBJECTIVE

## C CLIMB THROUGH THE RAZOR WIRE

Sandbags and barbed wire heavily fortify the road to the shopping center. Interact with the barbed wire to make Cole and Baird hold the wires apart so Sam and Carmine can slip through.

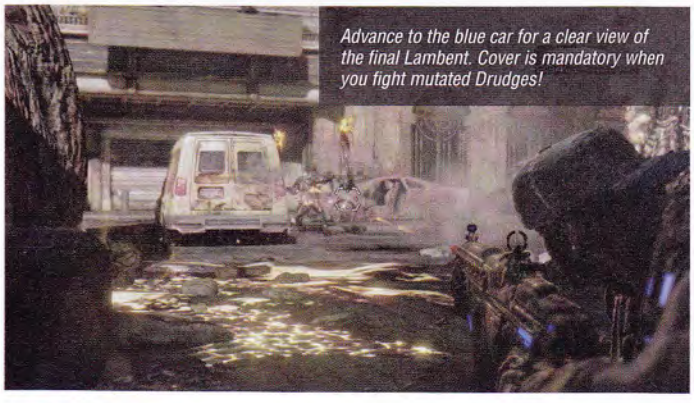
The shopping center Cole remembered is straight ahead, just down the road and across the parking lot. Multiple Lambent are already out in front of the Super Snack Champion. Take cover behind the concrete barricade near the chasm.



*There's not much you can't do with a little help from friends.*

OBJECTIVE

## D CLEAR THE PARKING LOT OF LAMBENT LOCUST



*Advance to the blue car for a clear view of the final Lambent. Cover is mandatory when you fight mutated Drudges!*

Target any remaining Stalk Pods from the left-most Stalks. Stay safely behind cover, keeping the chasm between Cole and the Lambent. Open fire with the Lancer, but use the Boltok for headshots if the opportunity arises. From this position, eliminate all of the Lambent to the left of the shopping center's main entrance.

Wait for the next Lambent Stalk to emerge before you advance further to the right, around the chasm. Use the concrete barrier and cars for cover. Target the Stalk Pods if your allies didn't finish them first. A well-thrown Frag Grenade should work wonders here.

OBJECTIVE

## E ENTER THE GROCERY STORE

Raise the metal, rolling door in the front of the store to enter the shopping center. Use the chainsaw to cut through the crates in the corner to access the ammo crate and Gnasher behind it.



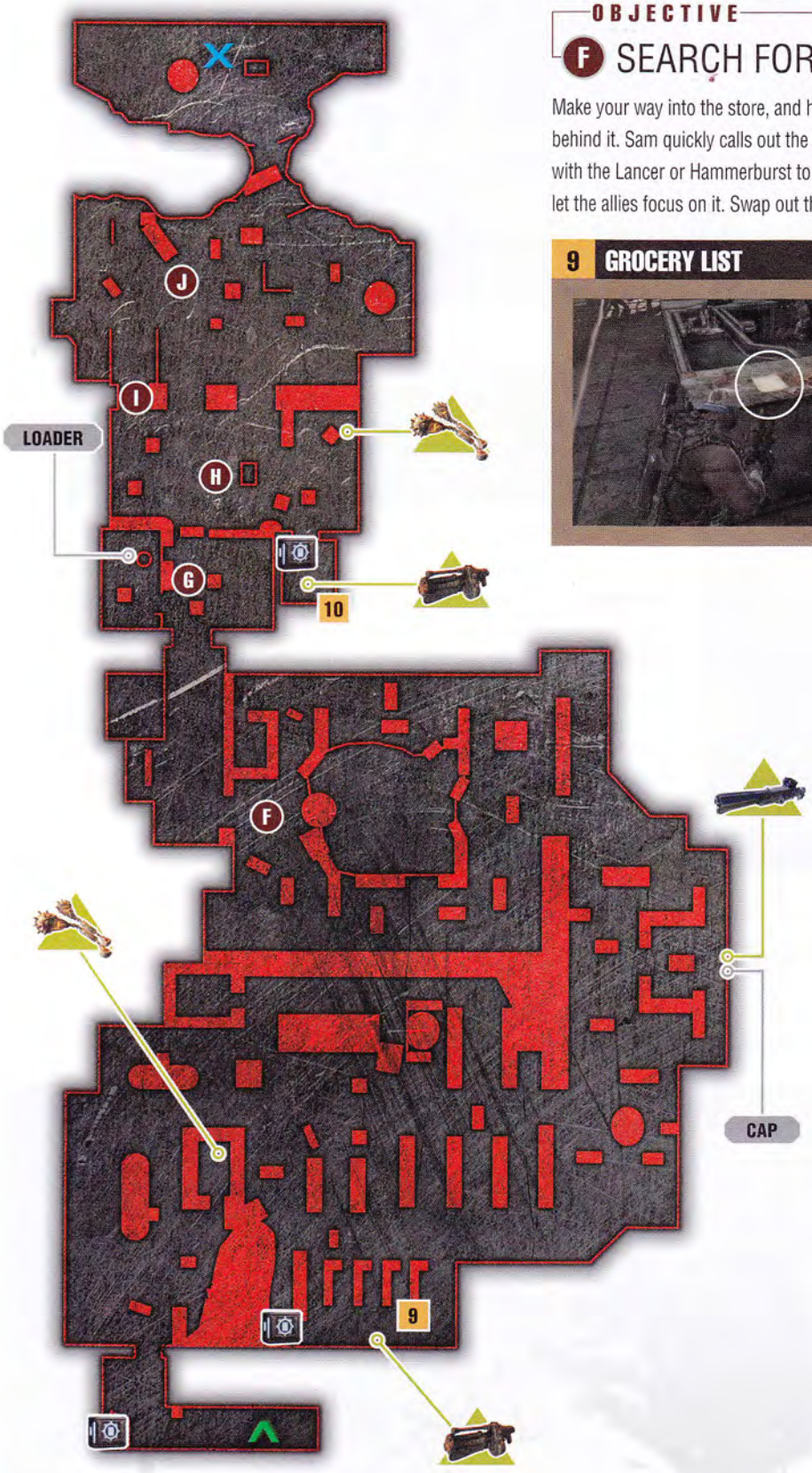
*"Ever feel like you're dead, but nobody told you?"*

# SUPER SNACK CHAMPION

OBJECTIVE

## F SEARCH FOR SUPPLIES

Make your way into the store, and head straight toward the pharmacy counter to get the Frag Grenades behind it. Sam quickly calls out the Polyps on the roof. Move to the center of the aisle, and be ready with the Lancer or Hammerburst to gun them down. Flank around to the right, ignoring the first Stalk; let the allies focus on it. Swap out the Gnasher for the Boomshot behind the checkout registers.




### 9 GROCERY LIST



The Snack Champion has been running low on items for quite some time, but that doesn't stop wishful shoppers from bringing a list of everything they need. You can find one such list on the end of a checkout aisle, near the Boomshot.

COLLECTIBLES

Advance around the corner toward the home electronics department. Use the Boomshot to clear out any Drudges or groups of Dark Drones. Stay behind cover and advance gradually toward the sporting goods department. Don't be afraid to use up the Boomshot rockets, as a Longshot is in the sporting goods department up ahead.



*Don't take any chances with the Drudge mutating—hit it with a Boomshot for an instant kill!*

### NEED A NEW CAP?

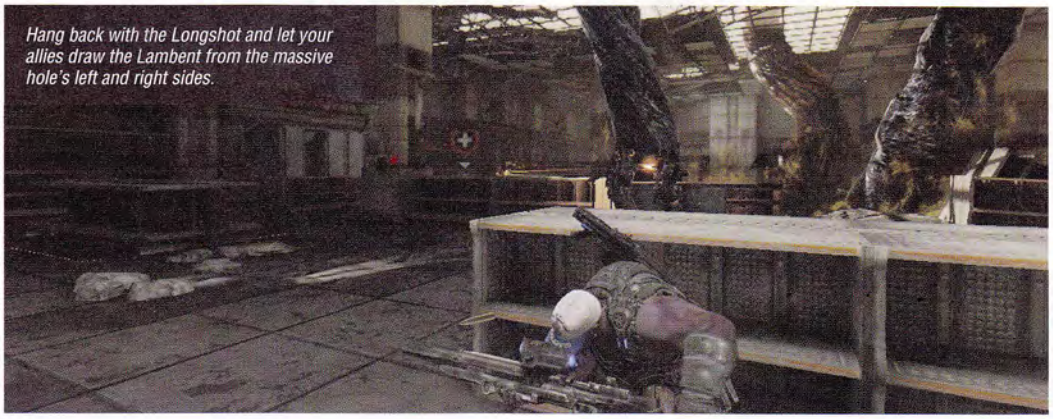
**Did you miss your chance to put a lid on Cole's dome? Lucky for you, there's another Hanover Cougars hat in the sporting goods section, near the vending machine.**



### THE GOODNESS OF WHOLE GRAIN

*Press the X Button at the Thrashies standee to hear Cole's enthusiastic endorsement.*

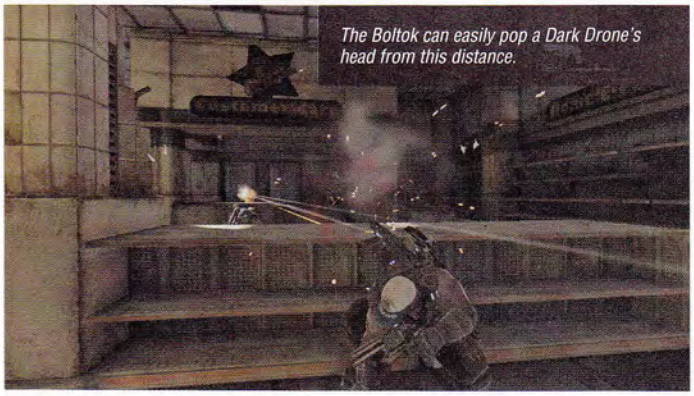
Use the multiple shelves and displays in the housewares section for cover, gradually advancing on the Stalk and other Lambent near the clothing departments. Use the Longshot to snipe as many Dark Drones as you can, and save the Frag Grenades for the Drudges. Keep your eyes peeled for fire-breathing Drudge Head Snakes, as they can seek you out and engulf you in deadly flame.



*Hang back with the Longshot and let your allies draw the Lambent from the massive hole's left and right sides.*

## CO-OP TACTIC

**The massive hole in the rear of the super store provides an excellent flanking opportunity when you play cooperatively with others. Though it pays to have a sniper hang back and pick off distracted foes, the team can split up and send players in both directions to divide the enemy's attention. This also ensures multiple lines of sight on the Stalk Pods that spawn.**



*The Boltok can easily pop a Dark Drone's head from this distance.*

The final group of Dark Drones is likely to be behind the Customer Care counter in the far right corner. Use the Boltok or Hammerburst to take them out. Gather up any ammo to the left, and then cut the chain on the rear door to enter the employees-only area.

Climb the counter inside the manager's office to swap the spent Longshot for the Gnasher, and gather up more ammo. Continue through the second door to the loading area.

OBJECTIVE

## G FIND A WAY TO MOVE THE OVERTURNED LOCKER

A giant locker blocks access to the loading dock, but a mechanical loader is in the adjacent room. Cole just needs to access the lever in order to open the door. Chainsaw or shotgun through the wooden crates blocking access to the lever, and then pull open the door and board the loader.



### LOADER CONTROLS

*The mechanical loader controls much like the Silverback, minus the offensive capabilities. Press the B Button to perform a melee attack—perfect for kicking aside obstacles. The A Button operates the loader's mechanical arms; press it to pick up and set down heavy objects. Enter and exit the loader by pressing the X Button.*



*Use the loader's melee attack to kick aside the giant locker.*

OBJECTIVE

## H PICK UP THE SUPPLIES USING THE LOADER

It doesn't help Baird fix Jack, but a large crate of food supplies is in the center of the loading dock. Don't pick it up just yet! Hop out of the loader and get the Boomshot from the room on the right. Don't forget the Frag Grenades behind the racks in the corner, beyond bay 2.

**10 COG TAG**



**A Cog Tag is in the storeroom office where the Boomshot is located. It's on the desk next to the computer.**

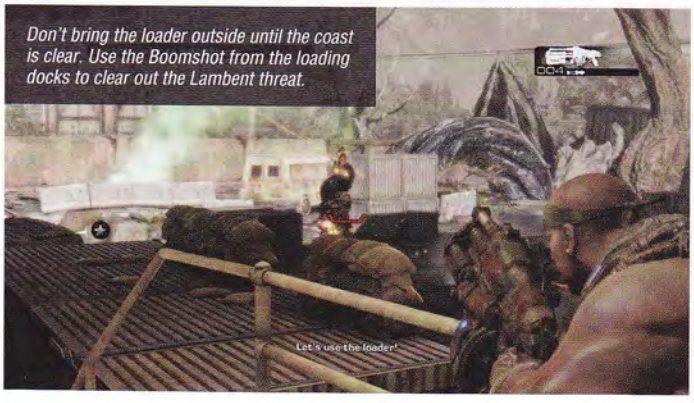
COLLECTIBLES

Press the A Button next to the supplies to make the loader pick them up. You can open the bay doors first, but the loader can perform its defensive kick while carrying an item.

OBJECTIVE

## I USE THE LOADER TO FORCE THE BAY DOORS OPEN

Kick open the bay doors with the loader. The one with the Emergency Exit sign overhead is the correct way out, as the others are for trucks. Nevertheless, kick open bays 1 and 2 to get a clean shot on the Lambent outside. Don't head outside just yet—you risk failing the mission if the loader is destroyed!




*Don't bring the loader outside until the coast is clear. Use the Boomshot from the loading docks to clear out the Lambent threat.*

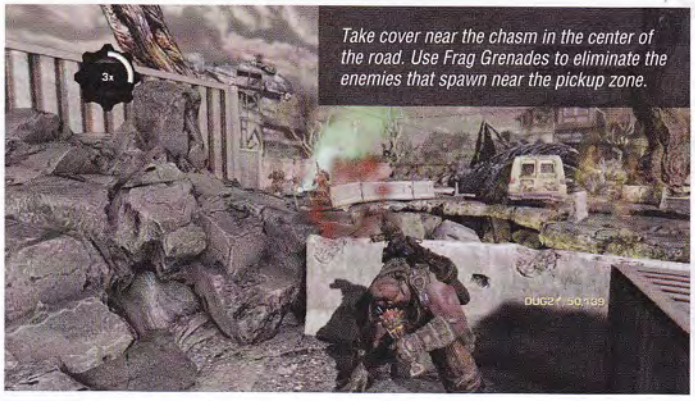
It's much safer to first kick open the bay doors and use the Boomshot and assault rifle to take out the Lambent already in the vicinity. Make sure you kill any Drudge Head Snakes before you go outside. The first wave of Lambent is off to the right. Fire the Boomshot, and then roll back inside to safety. The Lambent can't get inside the loading dock if the leftmost bay isn't open.

OBJECTIVE

## J CLEAR THE LANDING ZONE OF ENEMIES AND DROP OFF THE SUPPLIES

A Raven helicopter has moved into position above a pickup zone and deployed a green smoke signal to mark where you must carry the supplies. The Raven can't take the Delta Squad with it, but the supplies will certainly be appreciated back on the CNV Sovereign. Little do they know of the Leviathan lurking deep below the ship's massive hull.

Advance down onto the pavement to lure more Lambent out of hiding. Then park the loader behind cover (or return it to the loading dock) and fend off the Lambent on foot.



*Take cover near the chasm in the center of the road. Use Frag Grenades to eliminate the enemies that spawn near the pickup zone.*

Use the Boomshot and assault rifle to eliminate the Lambent on the parking area's near side. Watch for another Stalk to emerge on the far left, near the green smoke. Take cover behind the concrete barrier in the corner nearest it. Then lob Frag Grenades across the chasm to kill the numerous Drudges and Dark Drones deploying from the Stalk Pods. Open fire on the Pods to kill the Stalk, and then get back into the loader.

OBJECTIVE

## K USE THE LOADER TO MOVE THE VEHICLES

A car and a van block the path to the supply point. Use the loader to knock the vehicles into the chasm to clear a path to the drop-off point. Guide the supplies to the pallet under the Raven. With the area clear of enemies, simply approach the drop-off point to set down the supplies.



*Cole would normally be sad to see the Raven leave without him, but not when he's this close to Cougar Stadium!*

CHAPTER 04

HANOVER

# HELPING HAND

## OBJECTIVES

- A HEAD TO THE WAREHOUSE.
- B HELP THE STRANDED FEND OFF AN ATTACK.
- C FOLLOW THE CAMP LEADER AND COLLECT A REWARD.
- D GET TO COUGARS STADIUM.
- E DEFEND THE BRIDGE.

## COLLECTIBLES

11  CLIPPING, HANOVER TIMES-TRIBUNE

12  COG TAG

## HOSTILES ENCOUNTERED


SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE


SPECIES: LAMBENT
ENEMY TYPE: DRUDGE


SPECIES: LAMBENT
ENEMY TYPE: DRUDGE HEAD SNAKE


SPECIES: LAMBENT
ENEMY TYPE: GUNKER


SPECIES: LAMBENT
ENEMY TYPE: POLYP

*Cole isn't about to let the team head home without seeing some of his fans. The squad's initial encounter may have been less than pleasant, but Cole is bound to have a few fans left in these parts. Cougar Stadium isn't far ahead, but the COGs have to get through the warehouse district in order to reach it. No telling what's been going on there.*



# HANOVER WAREHOUSE DISTRICT

OBJECTIVE

## A HEAD TO THE WAREHOUSE

Round the corner to where the Imulsion is seeping up onto the cracked road surface beneath the underpass. Carefully drop onto the sunken asphalt, pick up the Hammerburst if you're low on ammo, and climb to safety on the left.



*The Lambent Stalks are feeding off the Imulsion and ripping what's left of Sera to pieces. Tread lightly!*

OBJECTIVE

## B HELP THE STRANDED FEND OFF AN ATTACK

Grab the Longshot *then* the ammo crate on the right. Take cover near the van, where the Frag Grenades are. Multiple Lambent Stalks sprout in the distance, between the warehouses. A pair of Gunkers joins the standard assortment of Lambent threats. Gunkers aren't just big and ugly; they can lob deadly Imulsion bombs along a surprising trajectory. Stay behind tall cover, use the Longshot to pick off a few Dark Drones and Stalk Pods, and then advance. Maintain a safe distance to escape the Gunker's Imulsion bombs, and use the Frag Grenades you acquired to take it out. Quickly toss multiple Frag Grenades to do the trick.

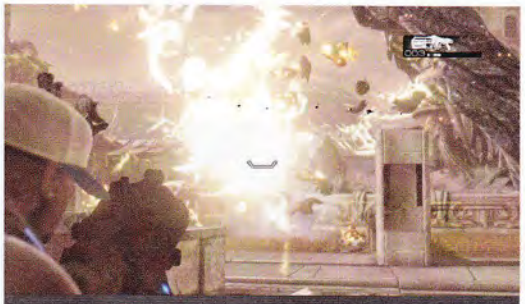


*Don't advance past the corner of the building on the left until you defeat the first Gunker.*

### AVOIDING GUNKER BOMBS

**The Gunker throws its Imulsion bombs at a very flat and fast trajectory if you get too close. Hanging back further forces it to use a high, arcing, lob trajectory. This gives you time to cover swap and avoid being hit by the splash damage.**

Take out the Stalk Pods on the first Lambent Stalks from afar. Circle wide to the left to swap the spent Longshot for the Boomshot near the brewery. Use the Boomshot on the second Gunker or any remaining Drudges in the area, but try to conserve ammo for a later encounter.



*Use the Boomshot to dispatch the Gunker and any nearby Drudge, and then mop up the rest with the Hammerburst.*

Scavenge for Hammerburst ammo. If you have not been using Hammerburst, this is a good time to do so, as there isn't much Lancer ammo available outside the warehouse. The Hammerburst is also very effective against Drones and Drudges.

Continue toward the dormant warehouse, where the Stranded have set up an outpost. One of them exits the gate to greet the local celebrity, Cole, and agrees to assist the squad as payment for helping the Stranded fend off the Lambent.

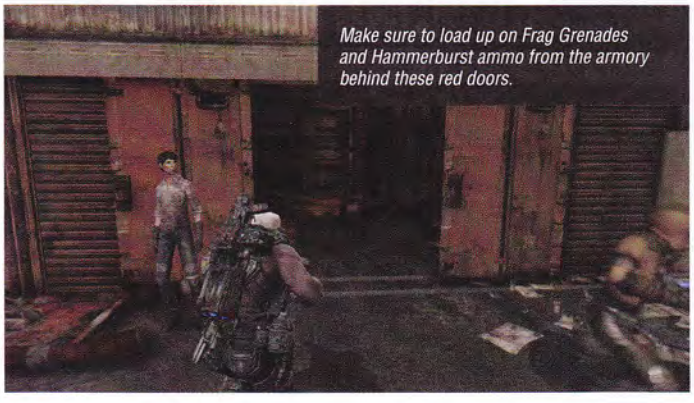
*Not all Stranded are ungrateful (or ugly). The leader is more than willing to lend some supplies to the cause!*



OBJECTIVE

## C FOLLOW THE CAMP LEADER AND COLLECT A REWARD

Follow the leader into the Stranded camp as she meanders through the former warehouse to the second internal gate. She gradually leads the group to the docks, toward a cart loaded with ammunition. Just after you go through the interior hallways, veer off to the right to find another Boomshot inside an empty blue shipping container.



*Make sure to load up on Frag Grenades and Hammerburst ammo from the armory behind these red doors.*

### 11 CLIPPING: HANOVER TIMES-TRIBUNE






**Cole's decision to hang up the cleats and enlist in the COG Army was front-page news back in the day. Read all about it with the collectible newspaper on the ground. It's to the left of the container with the Boomshot in it.**

COLLECTIBLES

The COGs can resupply from the ammo cart that Bernie hands over as a thank-you for helping with the Lambent. That's fine for those using COG weaponry, but it's best to enter the small armory on the left to find some Frag Grenades as well as ammo for the Hammerburst. Round the corner to the gate leading to the docks. Cole puts his now famous good manners on display one more time to open the gate.

OBJECTIVE

## D GET TO COUGARS STADIUM

### 12 COG TAG



**Immediately after you exit the outpost, note the Crimson Omen on the brick wall to the left. The COG Tag isn't far. Just walk out onto the narrow wooden pier beyond the wall to find it lying next to a fallen Stranded. Rest in peace, friend.**

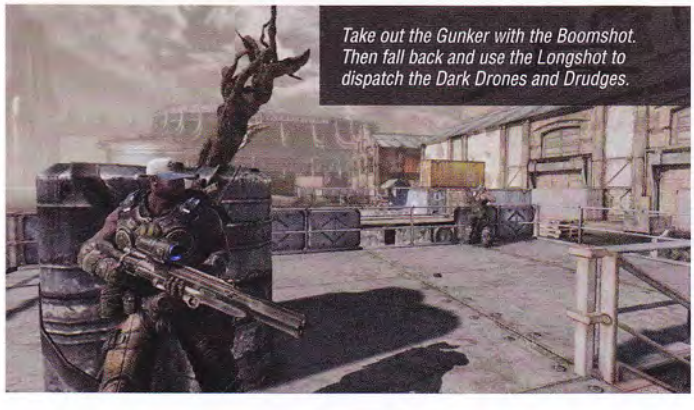
COLLECTIBLES

Cougars Stadium is just beyond the docks, but the area is crawling with Lambent. Immediately run up the steps to the raised metal platform near the water. Use your equipped assault rifle to fire on the Stalk Pods.

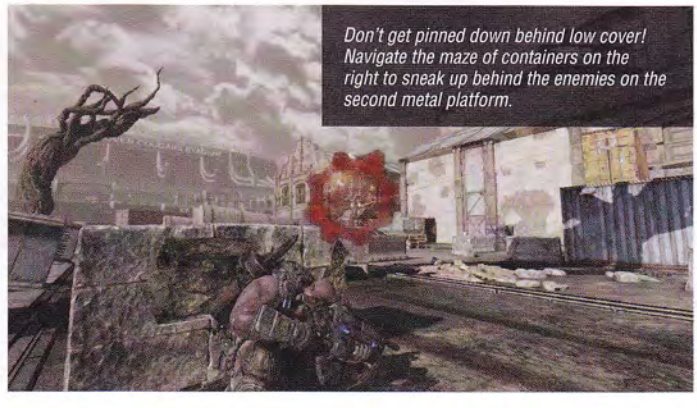
Another Gunker and Drudges attack. Use the Boomshot if they're in range. Otherwise, temporarily swap the Boomshot for the Longshot leaning against the crate, and set to sniping. Dodge the inbound Imulsion bombs, and use the Longshot to take out the Drudges and any Drones you can target. "Spot" the Gunker to direct your allies' firepower toward it, thereby allowing you to save your Frag Grenades and Boomshot rockets for later.

Continue to take long-distance shots on the remaining Stalk Pods and Drones until you're out of Longshot ammo. Swap the empty weapon for the Boomshot you set down so you don't forget it.

There are two ways to go about mopping up the rest of Dark Drones and Drudges: You can advance on them near the water, using the trailers and barriers for cover. Alternatively, snake your way through the shipping containers on the right, sneaking up a side set of stairs, onto the metal platform to the right, where they are likely to hole up. This latter approach brings you near another Boomshot, and it's especially useful if you have a Gnasher and want to blast the foes at close range. It's also convenient if your allies are still near the water, drawing fire away from the containers through which you sneak.



*Take out the Gunker with the Boomshot. Then fall back and use the Longshot to dispatch the Dark Drones and Drudges.*



*Don't get pinned down behind low cover! Navigate the maze of containers on the right to sneak up behind the enemies on the second metal platform.*

*You can kill a Dark Drone with three melee strikes. Note that this does not drop the enemy to its knees, but instantly causes it to explode. You don't take much damage from the ensuing Imulsion burst, but don't expect to perform an execution.*

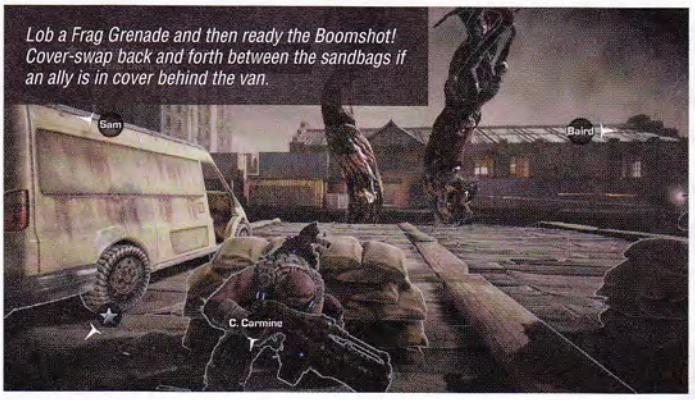
Open the door to the next warehouse and grab the Boomshot from the far left corner before you leave—never pass up an opportunity for more Boomshot ammo! Exit the other side of the building, and cross the bridge toward Cougars Stadium.

OBJECTIVE

## E DEFEND THE BRIDGE

A pair of Lambent Stalks rips through the bridge directly behind Delta Squad. At first, only the right-hand one has a Stalk Pod, and it immediately spawns a Gunker. Take cover behind the sandbags or van—tall cover is better when you face a Gunker. Lob a Frag Grenade at it. Don't worry about the Stalk Pod for now—focus on the Gunker!

Switch to the Boomshot and blast away at the Gunker. As soon as you destroy it, the Stalk on the left grows a Stalk Pod and another Gunker emerges. The Stalk Pods on the right-hand Stalk begin deploying Polyps and Drones. Focus on the Gunkers and not the Stalk Pods, as killing them kills everything else as well.

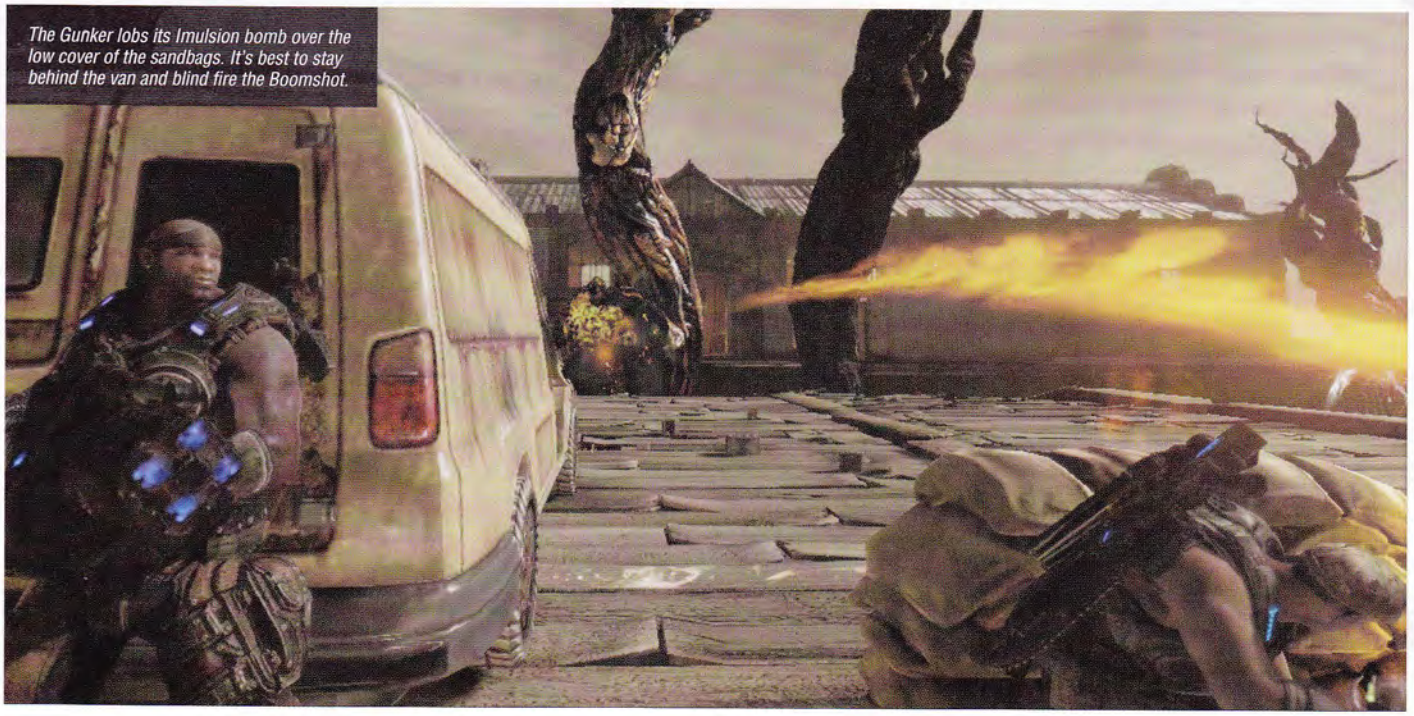



*Lob a Frag Grenade and then ready the Boomshot! Cover-swap back and forth between the sandbags if an ally is in cover behind the van.*

**ARCADE TIPS**

**It certainly isn't easy to do, but you can squeeze some extra points out of this battle by not killing the second Gunker right away. Instead, focus on the lesser enemies that spawn from the Stalk Pods. The Gunker sticks to the bridge's left side, thereby giving you a clean shot at the Lambent spawning from the other Stalk. Of course, staying alive long enough to make this technique worthwhile is easier said than done. Good luck!**

Additional ammo is on the left, near the van. Taking cover behind the van is a bit safer, as it offers more protection from the Imulsion bombs. Imulsion bombs have considerable splash damage and can down you from the side, or even if they directly hit the small concrete barrier. Failing to use the van as cover is very dangerous.



*The Gunker lobs its Imulsion bomb over the low cover of the sandbags. It's best to stay behind the van and blind fire the Boomshot.*

CHAPTER 05

HANOVER COUGARS STADIUM  15:29 HOURS

# MVP

*The trip through the warehouse district was a bit more eventful than Cole may have hoped, but at least he and the other Gears arrived in time to help the Stranded fend off the Lambent. The camp leader's gratitude certainly yielded more supplies than the Gears ever dreamt of finding, but they've come too far not to pay a visit to Cole's original battlefield—Hanover Cougars Stadium!*



*You can kill a Dark Drone with three melee strikes. Note that this does not drop the enemy to its knees, but instantly causes it to explode. You don't take much damage from the ensuing Imulsion burst, but don't expect to perform an execution.*

## DOWN AND OUT

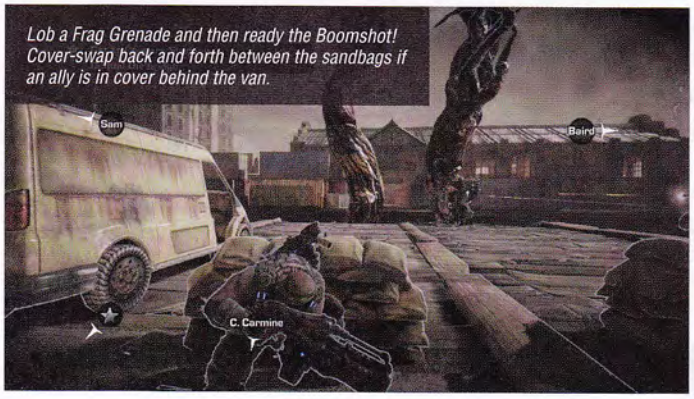
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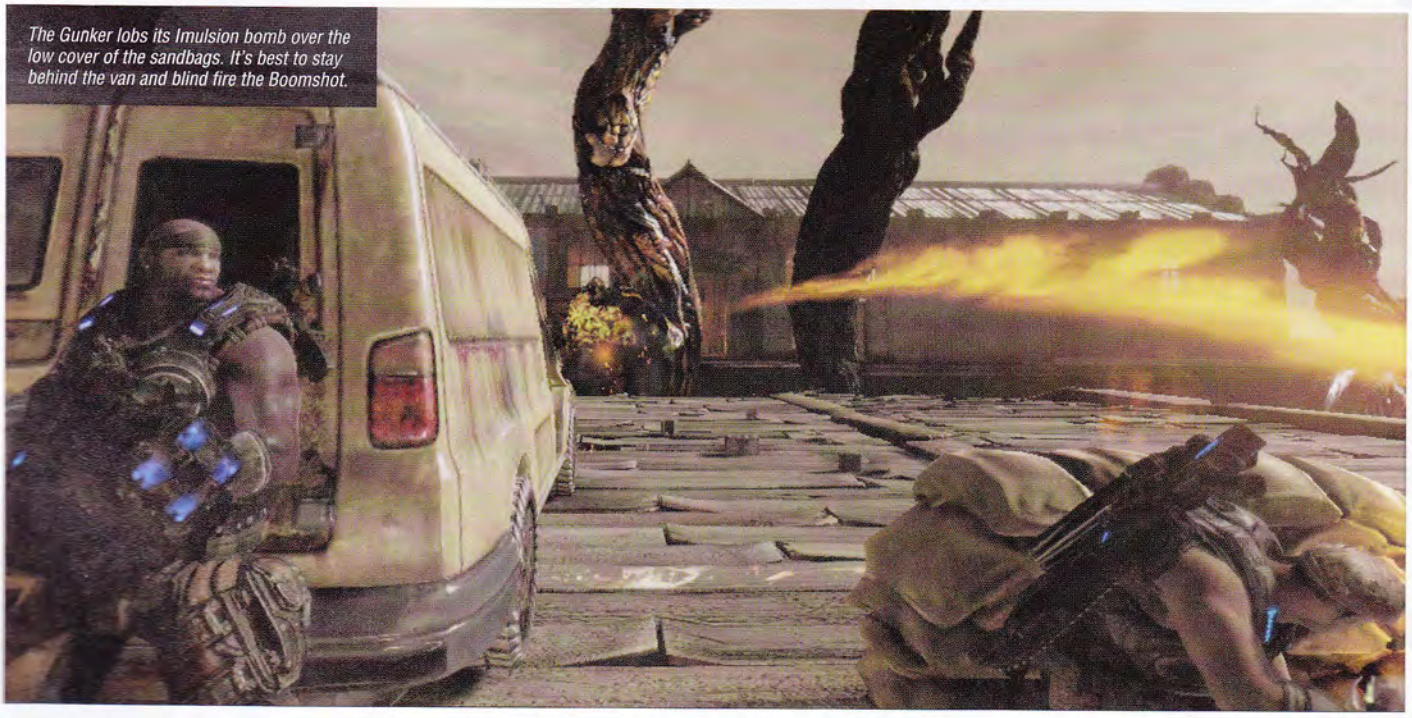


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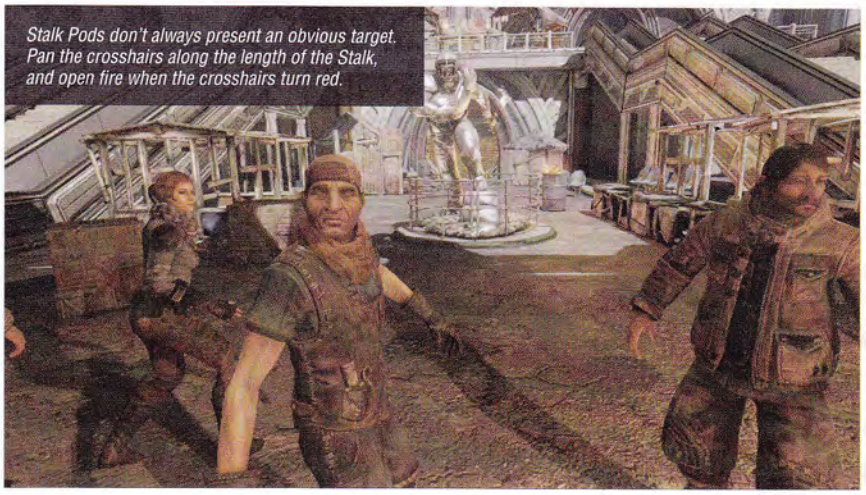
# COUGARS STADIUM

OBJECTIVE

## A MAKE CONTACT WITH THE STRANDED IN THE STADIUM

Proceed straight ahead and around the corner to Hanover Cougars Stadium's main entrance, where you see a statue of Cole Train. Several Stranded are happy to see Cole, but the same can't be said for the leader at this particular outpost.

The Cole Train love fest comes to a screeching halt at the sound of a nearby explosion. A Stranded comes running out of the stadium, warning of Lambent on the field! Once again, the Stranded need help from the COGs.



*Stalk Pods don't always present an obvious target. Pan the crosshairs along the length of the Stalk, and open fire when the crosshairs turn red.*

### OBJECTIVES

- A MAKE CONTACT WITH THE STRANDED IN THE STADIUM.
- B CLEAR THE STADIUM CONCOURSE (UPPER PATH).
- C TALK TO THE LEADER OF THE HANOVER STRANDED.
- D RETRIEVE THE EXPLOSIVE CHARGE.
- E SCORE A POINT FOR THE COUGARS.
- F GET TO THE ZIP LINE.

### HOSTILES ENCOUNTERED



SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE



SPECIES: LAMBENT
ENEMY TYPE: DRUDGE



SPECIES: LAMBENT
ENEMY TYPE: DRUDGE HEAD SNAKE



SPECIES: LAMBENT
ENEMY TYPE: GUNKER

### COLLECTIBLES

13  COUGARS SEASON PROGRAM

14  COUGARS PLAYER HANDBOOK

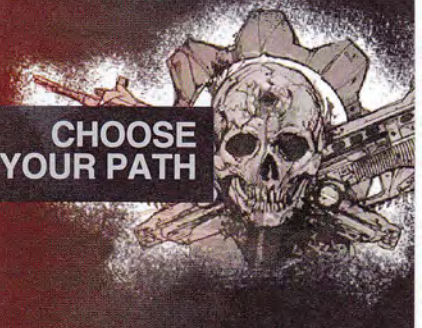
15  COLE'S CHAMPIONSHIP RING

OBJECTIVE

## B CLEAR THE STADIUM CONCOURSE

*Veterans of the series have come to expect periodic branching paths. These forks in the road allow the team to split into pairs and attack the enemy from two directions. Players have full access to the concourse regardless of the branch you choose, so don't worry about missing a collectible or a high-powered weapon. That said, the upper level puts you in a better position to snipe the Lambent down below. Always take the upper path if you're playing alone on Insane difficulty.*



CHOOSE YOUR PATH

SPLIT PATH: UPPER LEVEL

### 13 COUGARS SEASON PROGRAM

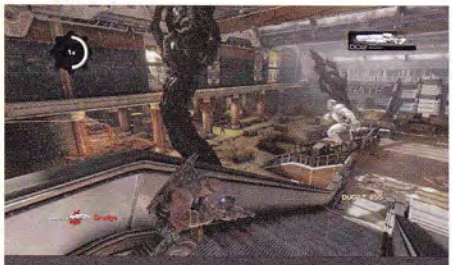




This collectible is located on the concourse's upper level, but you can reach it regardless of the level you take. It's on the floor, behind the counter in the concession stand. If you choose the lower route, head up the escalators to collect it after you defeat the Lambent.

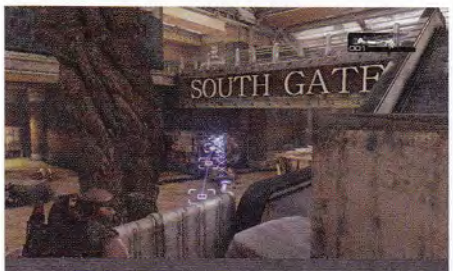
COLLECTIBLES

Pick up the Longshot lying in the center of the upper hall. Take cover behind the concession counter to the right, near the collectible. Use your rifle or pistol to pick off the Lambent on this upper concourse—save the Longshot's ammo for those down below. Then advance to the escalators. It can be difficult to snipe over the railing's height, but you can get a clean shot over the escalator's angled railing.



*Take cover on the upper portion of the escalator so you're out of sight but can snipe over the railing.*

Destroy the Stalk Pods and Lambent that spawn from the first two Stalks. Then descend to the landing between the opposing escalators. A Gunker enters the concourse from beneath the sign for the south gate. Take cover behind the Lambent Stalk on this platform, and lob your Frag Grenades down at the Gunker. If you're out of Frag Grenades, cross the lower level to the back-left corner to find a Boomshot (directly below the collectible's location on the upper level).




*There's no guarantee that the Gunker can't lob an Imulsion bomb at you in this position, but it's safer than being on the floor.*

## SPLIT PATH: LOWER LEVEL

Use your assault rifle to clear any enemies in the immediate vicinity, and circle around to the shacks on the right. The one in the corner contains a Boomshot that comes in handy—save it for the Gunker that spawns after the two Lambent Stalks wither.



*Stick close to Carmine, and use your assault rifle and Frag Grenades in conjunction with his Torque Bow to blast through the Lambent quickly.*

While the Drudges are about, stay under the overhead cover and behind the sandbags and counters. Allow the squadmates on the upper path to get into sniping position. Repeatedly swap cover to avoid the Gunker's bomb attacks, and counter with the Boomshot to finish it.

OBJECTIVE

## C TALK TO THE LEADER OF THE HANOVER STRANDED

### 14 COUGARS PLAYER HANDBOOK

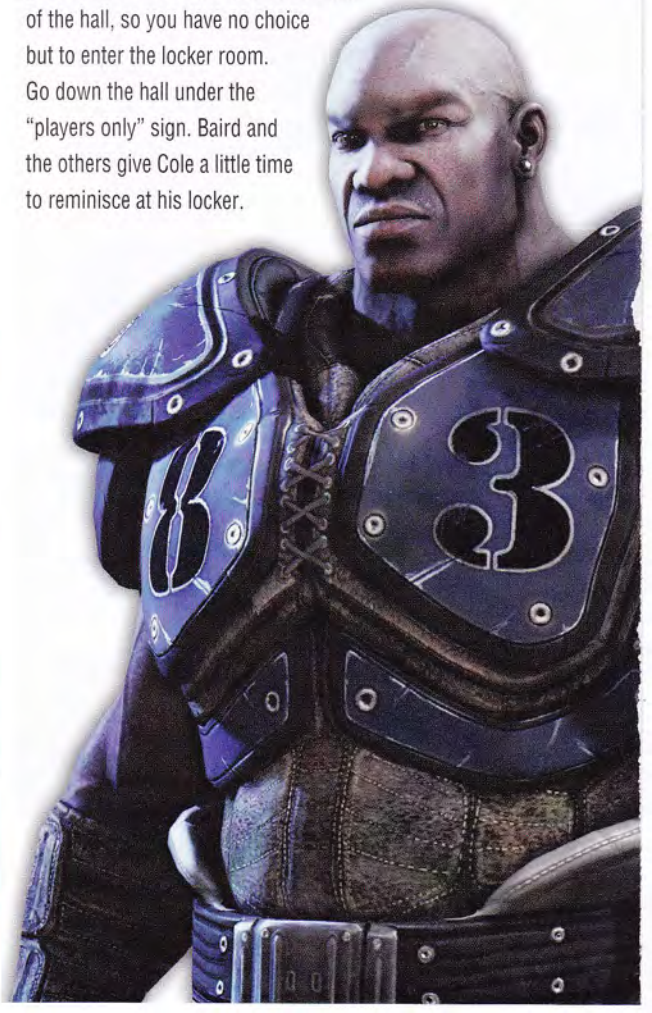





Proceed toward the south gate and turn to the right to spot a "Stimo" beverage machine's neon glow. The collectible is on the floor next to the vending machine and ammo crate. Grab the rules and conduct book before you head down the hall to the locker room.

COLLECTIBLES

Continue out of the concourse toward the south gate. Debris blocks the stairs at the end of the hall, so you have no choice but to enter the locker room. Go down the hall under the "players only" sign. Baird and the others give Cole a little time to reminisce at his locker.



# THRASH BALL FIELD

OBJECTIVE

## D RETRIEVE THE EXPLOSIVE CHARGE

Cole may be reliving his glory days in his mind, but those are real Lambent on the field! Fortunately, the Stranded have prepped a bomb just for such an occasion. Cole can't wait to show off his moves and sprint his way downfield, past the Lambent defenders, to claim the bomb.

### BREAKIN' ANKLES

**Cole runs automatically, but you can influence his angle to trigger various context-sensitive juke moves and attacks. Steer him past the Lambent on the field to have him sidestep the Lambent, or try a more direct approach for a shoulder-charge or other attack move. If you're playing Arcade mode, be sure to go for the direct hit to get the points for the kill!**

OBJECTIVE

## E SCORE A POINT FOR THE COUGARS!

The Lambent are coming strong for the ball...err, bomb, but they don't have Cole's moves. Continue to assist him as he jukes and hurdles his way to the Lambent Stalk and spikes the bomb for the winning point. At least thrash ball players don't have to worry about excessive celebration penalties!



*Angle Cole toward the Lambent on the field to deliver one of Cole's patented thrash ball shudder slams!*

The Lambent are expelled from the field, but the bad news keeps coming. The squad learns of the Lambent attack on the CNV Sovereign. They need to get back, but they're a long way from the ship with no air support. Maybe the leader of the Hanover Stranded will can help them...

### 15 CHAMPIONSHIP RING



**Walk back across the playing field toward the storage shed with the UXO banner hanging on it. Cole forgot to take his championship ring with him when he joined the COG Army. Now's his chance to take it with him for safe keeping. It's on the ground next to the corpse.**



COLLECTIBLES

Climb the stadium stairs to meet with the leader in the press box. Be sure to pick up the Boomshot on your way up to the meeting.

OBJECTIVE

## F GET TO THE ZIP LINE

The leader of the Hanover Stranded isn't too friendly, nor is she willing to assist the COG—at least not beyond advising them to steer clear of Centennial Bridge. Fortunately, there's a secret exit to an elevator that, with any luck, will get them to the roof.

### SAVE THAT BOOMSHOT AMMO!

**Don't use all of your Boomshot ammo on the elevator! You need it when you reach the bridge!**

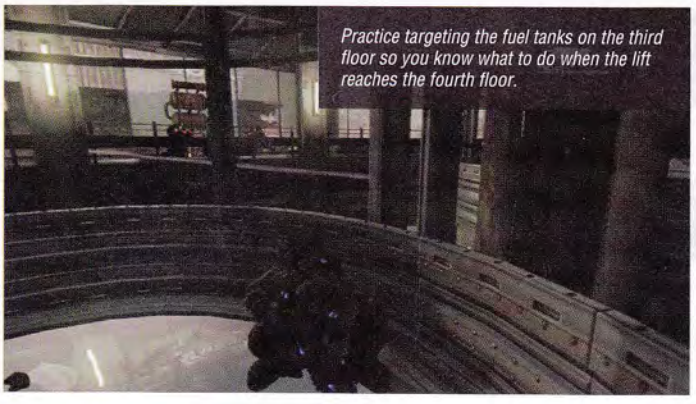


*The leader of the Hanover Stranded is no friend of the COG.*

The squad splits up into pairs and boards the two lifts leading to the stadium roof, where the cable car connecting the stadium and bridge was once located. The elevators slowly ascend past four floors, each of which contains several Lambent. Be ready!

A Lambent Stalk appears on the first floor. Take out the Stalk Pods with the Lancer or Hammerburst, along with any Dark Drones or Drudge. The second floor is similar. It's possible to stay in cover and ignore the enemies on these first two floors without consequence.

The third floor has multiple Drones, but also several large fuel tanks. Fire your rifle at the tanks to cause a massive explosion that kills the nearby enemies. Switch to the Boomshot and fire off a quick shot at any stragglers before the elevator rises out of view.



*Practice targeting the fuel tanks on the third floor so you know what to do when the lift reaches the fourth floor.*

The fourth floor has the biggest threat of all: a Gunker! The Gunker is standing watch, ready to lob Imulsion bombs, but it's also near multiple fuel tanks. Fire the Boomshot at the tanks to ensure they instantly rupture and kill the Gunker. The explosion is massive, so take cover and enjoy the remainder of the ride up to the roof.

### ELEVATOR DURABILITY

*The elevator Cole is riding can withstand two direct hits from the Gunker's Imulsion bomb. He fires at a pretty flat trajectory, making it possible to take cover inside the elevator and survive the first two attacks. However, if you don't deal with the Gunker quickly, the elevator will succumb to a third Imulsion bomb and plummet to the ground, killing all on board.*

CHAPTER 06

CENTENNIAL BRIDGE 16:01 HOURS

# HANGING BY A THREAD




*Cole and the others have reached the top of Hanover Cougar Stadium, but the cable car is nowhere to be seen. Sam finds a few meat hooks that can be used to zip-line down onto the bridge. You have to cross the bridge quickly before the CNV Sovereign down below sails past. With any luck, they can lend Marcus and company a hand with the Leviathan.*

## OBJECTIVES

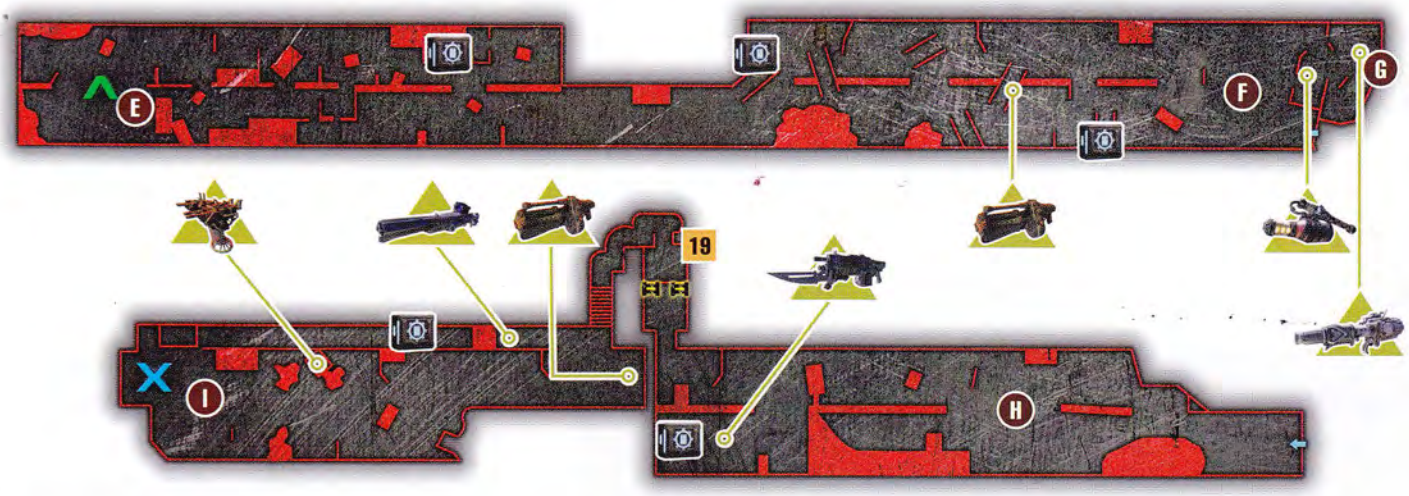
- **A** CROSS THE BRIDGE.
- **B** SECURE THE ZIP-LINE LANDING ZONE.
- **C** SEARCH THE BRIDGE FOR A STRANDED CAMP.
- **D** SECURE THE TOLLBOOTHS AREA.
- **E** DEFEAT TICKERS DROPPED FROM UPPER DECK.
- **F** ELIMINATE THE LOCUST MORTAR CREW.
- **G** USE THE MORTAR ON THE LOCUST GAS BARGE.
- **H** LOCATE A TICKER STORAGE AREA.
- **I** DROP TICKERS ONTO LAMBENT LEVIATHAN.

## COLLECTIBLES




## HOSTILES ENCOUNTERED



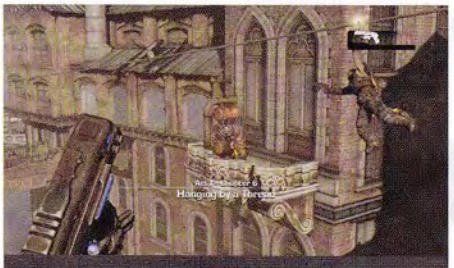



# CENTENNIAL BRIDGE

**OBJECTIVE**

## A CROSS CENTENNIAL BRIDGE

Cole and the others made it to the top of the stadium, but the cable car is long gone. Fortunately, Sam finds some hooks they can use to zip-line down onto the bridge. Use the pistol to shoot the fuel drums on the two balconies to the right, then the ledge to the left. This quickly kills the Drudges in each spot and racks up a number of points for those playing Arcade mode.



*Be ready to start firing on the red fuel drums the moment the zip line begins.*

**OBJECTIVE**

## B SECURE THE ZIP-LINE LANDING ZONE

Upon landing, take cover behind the guardrail in the center lane. Wait out the Gunker's initial Imulsion attack. He has a couple of Drudge with him, so you want to reach tall cover quickly. Lob a Frag Grenade at the Gunker, then run in the opposite direction to find extra Frag Grenades. Advance along the bridge's left side and take cover behind the blue dumpster on the left. This offers excellent protection against the Gunker and Drudges. Use the Boomshot from the stadium to take out the multiple Drudges and Gunker while squad mates advance along the road's right side. It's okay to use up the Boomshot ammo here, but save at least one Frag Grenade.



*Use the tall cover on the left and the Boomshot from the stadium to dispatch the Gunker—its explosion may well destroy the Drudges too!*



**SPECIES:** LAMBENT
**ENEMY TYPE:** GUNKER



**SPECIES:** LOCUST
**ENEMY TYPE:** SAVAGE DRONE



**SPECIES:** LOCUST
**ENEMY TYPE:** SAVAGE BOOMER



**SPECIES:** LAMBENT
**ENEMY TYPE:** POLYP



**SPECIES:** LOCUST
**ENEMY TYPE:** SNIPER



**SPECIES:** LOCUST
**ENEMY TYPE:** TICKER



**SPECIES:** LOCUST
**ENEMY TYPE:** SAVAGE GRENADIER



**SPECIES:** LOCUST
**ENEMY TYPE:** BUTCHER

OBJECTIVE

## C SEARCH THE BRIDGE FOR A STRANDED CAMP

Gather ammo and advance along the bridge's left side, toward the barricade up ahead. It may have been a Stranded camp once, but now it's infested with Locust. And it's very well enforced.

OBJECTIVE

## D SECURE THE TOLLBOOTHS AREA

### CO-OP TACTIC

**The battle at the tollbooth area is the perfect opportunity to practice team tactics with friends. Depending on how many human players you have, split up to send one or two teammates forward to contest the tollbooths and Savage Grenadiers on the ground. If you have three or more human players, make sure at least one or two hangs back to deal with the Snipers and the Drones with the OneShot. The Snipers and OneShot enemies are a lot harder to spot when you're up close near the tollbooths.**

Roadie Run into cover, and use the Boomshot or a Frag Grenade to take out the Locust manning the makeshift Multi-Turret in the center tollbooth. This is your first priority, but don't leave your head exposed for long—Snipers are nearby!

Now use the Boltok or Hammerburst to take out the Sniper up above it to the left. Three more elevated Snipers and Grenadiers are to the right, and one even has a OneShot. Use the taller cover directly in front of the center tollbooth, and pan across the structure on the bridge's right side to look for more enemies.



*Get a Frag Grenade inside that tollbooth near the turret right away, or you'll certainly be pinned down!*

### BLOW UP THE SECOND BOOTH

**The right-hand tollbooth may appear closed at first, but the shutters soon open, revealing another deadly enemy. Take aim on the fuel drums to the right of the booth to blow the whole thing sky high. You can even do this before the shutters open if you want to minimize your risk.**



Several other Grenadiers attack from the right. Mow them down and advance slightly closer to the tollbooth, remaining in cover.

### 16 TOLLBOOTH TOKENS



**This collectible is among the easiest to find, particularly if you use the Multi-Turret inside the middle tollbooth. Put some change in your pocket by picking up the Tollbooth Tokens on the ground. They're to the right of the steps leading into the middle booth.**



COLLECTIBLES

Moments after you kill these left-hand enemies—and Baird is done talking—the gate on the left opens, and a pair of Boomers, numerous Grenadiers, and a Butcher march in. Quickly man the Multi-Turret in the middle tollbooth and open fire. There may be a Grenadier in the leftmost tollbooth as well, though not with a turret. The gun has surprising power and a very high fire rate, but its accuracy leaves a lot to be desired. Fortunately, the targets are quite big. Fill them full of lead to finish securing the area.



*The Multi-Turret is comprised of four Retro Lancers welded together. It's exactly as terrifying as it sounds.*

## 17 BAYONET

Continue past the barricaded tollbooth area and spot the large, red shipping container on the right. Destroy the wooden crate inside it to find the Bayonet on the ground inside. The container is to the right of the guardrail, between the two "Stay in Lane" signs.



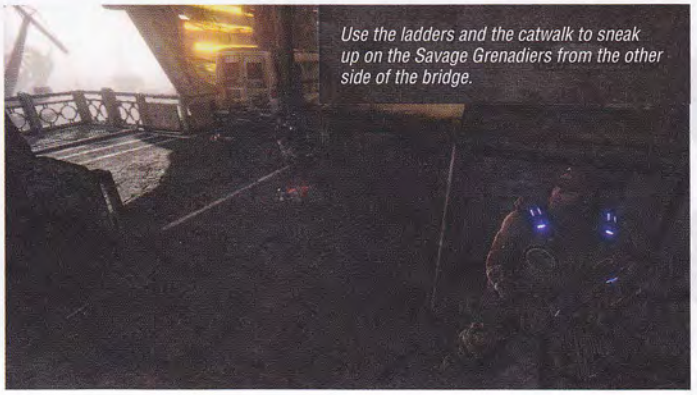
COLLECTIBLES

OBJECTIVE

## D CROSS CENTENNIAL BRIDGE (CONT'D)

Continue ahead, down onto the bridge's lower deck. Multiple Grenadiers are down below, near makeshift fortifications and shacks. This is a good spot to use Incendiary Grenades and to collect Hammerburst or Retro Lancer ammo, along with some Frag Grenades. It also presents an exceptional opportunity for devious flanking maneuvers!

Listen for one of the COGs to yell out a flanking order—this is your cue to head left, past the white van, to a ladder on the edge of the bridge. This ladder leads down to a catwalk below. Follow the catwalk past the COG Tag, to the ladder up ahead on the right-hand side. Climb the ladder to sneak up behind the Locust near the Multi-Turret on that side of the road.



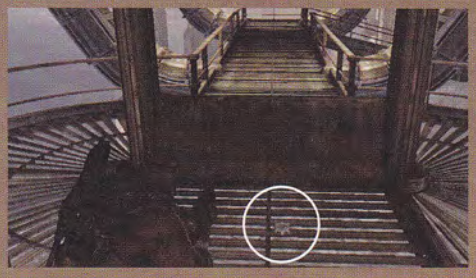
*Use the ladders and the catwalk to sneak up on the Savage Grenadiers from the other side of the bridge.*



*Make a dash for the Frag Grenades near the white van. Then descend the ladder off to the left to access the catwalk below for a perfect flanking opportunity!*

## 18 COG TAG

Clear out the Locust from within the darkened lower deck area. Then wind through the shacks behind the turret and around the barriers. Step out onto the right-hand walkway on the edge of the bridge. Descend the ladder here to the catwalk suspended below the bridge. Follow the path around to the COG Tag. You can also pick up this COG Tag after you descend the ladder on the bridge's left-hand side.

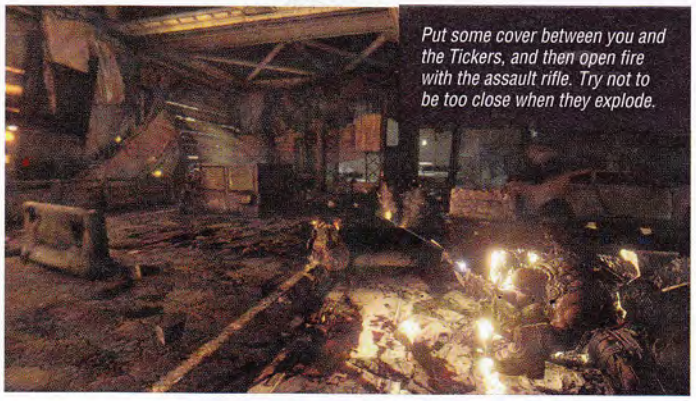


COLLECTIBLES

A number of Tickers attack as the group passes the shacks to the left. Your first concern should be the Grenadier on the Multi-Turret to the left. Carmine may take him out with the Torque Bow, otherwise use a Frag Grenade. Take cover, hang back, and use the assault rifle to eliminate the Tickers before they get too close. If you have a remaining Boomshot rocket, hold onto it!

### TICKERS TIMES THREE

**Three small waves of Tickers attack in this area. Hang back and let them come to you, otherwise you risk triggering all three spawns at once.**



*Put some cover between you and the Tickers, and then open fire with the assault rifle. Try not to be too close when they explode.*

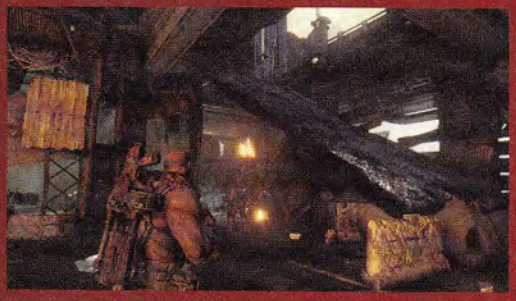
It's time to head back up to the upper bridge deck, but there are two ways. One way is to climb the ladders at the end of the lower deck. The other way is to detonate the large fuel truck on the right; the explosion drops a ramp-like section of the upper deck and provides a shortcut to the top.



### EXPLOSIVE SHORTCUTS

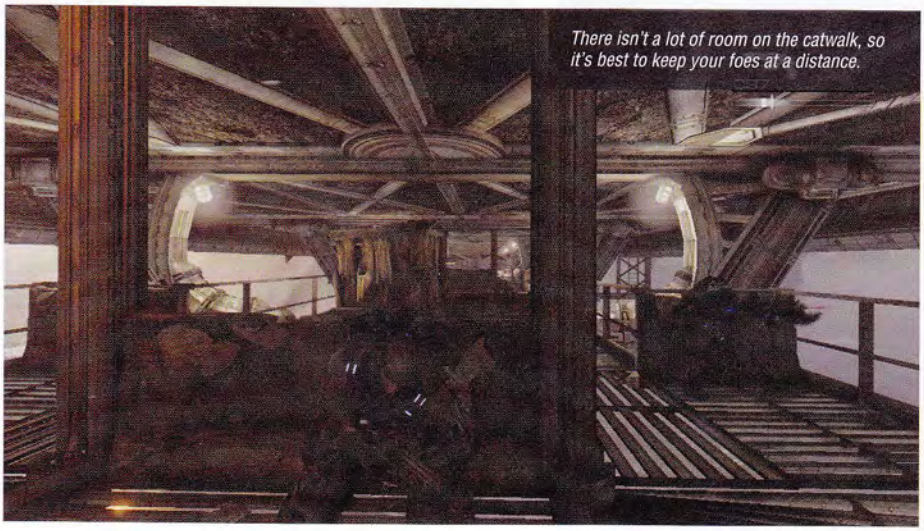
*Shoot the fuel tanks on the back of the right-hand truck to drop the road surface, providing a quick shortcut back to the upper deck. Using this ramp puts you in close proximity to the enemies above. We recommend it if you're playing co-op, or if you have Boomshot ammo on hand. You can avoid some of the Tickers and the Troika on the left if you detonate the truck quickly and rush up the ramp. Your AI-controlled squadmates will likely climb the ladders beyond this ramp and may not join you in time to help if you rush ahead.*





Rush up the sloping road surface and quickly take cover behind the concrete barrier. Use the Boomshot to eliminate the Boomer down the road on the left. Switch to the assault rifle or Boltok, wait for your squadmates to join you, and then sweep the area of Grenadiers.

Slip through the razor wire beyond the Locust on the road. Follow the outer walkway to where the decking begins to crumble. Enter the side room, and descend the ladders to where Cole directs the team to split up.



*There isn't a lot of room on the catwalk, so it's best to keep your foes at a distance.*

## SPLIT PATH: CATWALK

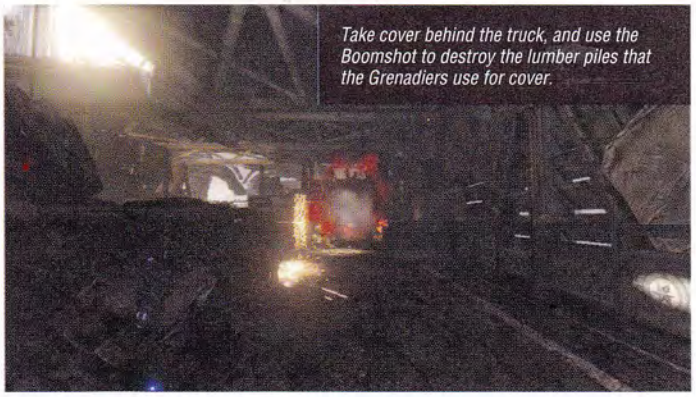
Choosing the lower path requires Cole to fight alongside Sam on the catwalk below. Several Grenadiers are in the distance, on the catwalk's center. Take cover behind the barrier before you pass the wooden crate, and use the Boltok to headshot the Grenadiers as they raise their heads.

Climb the ladder on the right to assist Baird and Carmine on the deck above. Cole and Sam ascend to a point that offers a great opportunity to flank the enemies above. Gather the ammo, reload your weapons, and continue past the gate.

## SPLIT PATH: LOWER DECK

Grenadiers armed with rifles as well as Incendiary Grenades heavily reinforce the area straight ahead—don't underestimate their aim with the grenades. Approaching them head-on can be quite dangerous.

It's much better to flank around to the right and take cover behind the large truck's wheels. This gives you a clean shot at the Grenadiers and Grunts without being exposed to grenade tosses. Hold them off while you can to buy time for Baird and Carmine to climb the ladder on the right and flank them.



*Take cover behind the truck, and use the Boomshot to destroy the lumber piles that the Grenadiers use for cover.*

**OBJECTIVE**

## E DEFEAT TICKERS DROPPED FROM UPPER DECK



*This falling crate of Tickers is just the sort of inspiration Baird needed to devise a plan for dealing with the Leviathan.*

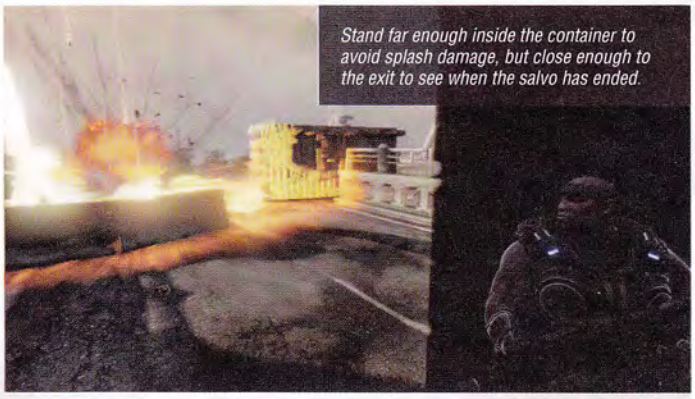
A large container falls, dropping Tickers onto the road up ahead. Keep your distance and use the assault rifle to pepper the Tickers with shots. If you're using a Retro Lancer, it's important to pulse the weapon. Otherwise, you spray a lot of bullets and don't necessarily hit any of the Tickers. Tickers move fast and get in close to detonate. Immediately roll away if the Ticker stops and begins to shudder; this is the sign that it's about to explode! Ascend the fallen road surface on the right to return to the upper deck—the COGs must traverse the upper deck to bypass obstacles on the lower level.

**OBJECTIVE**

## F ELIMINATE THE LOCUST MORTAR CREW

A group of Locust far in the distance showers the upper road deck with random mortar fire. Fortunately, several red shipping containers are scattered throughout the bridge deck. Use them for cover as you advance on the Locust position.

Stay on the road's left side, as the center median blocks access from the right beyond the second container. Duck in and out of the containers and wait for explosions to stop. Then Roadie Run and dive into the next container for safety. If you get downed, crawl into a container and wait to be revived.



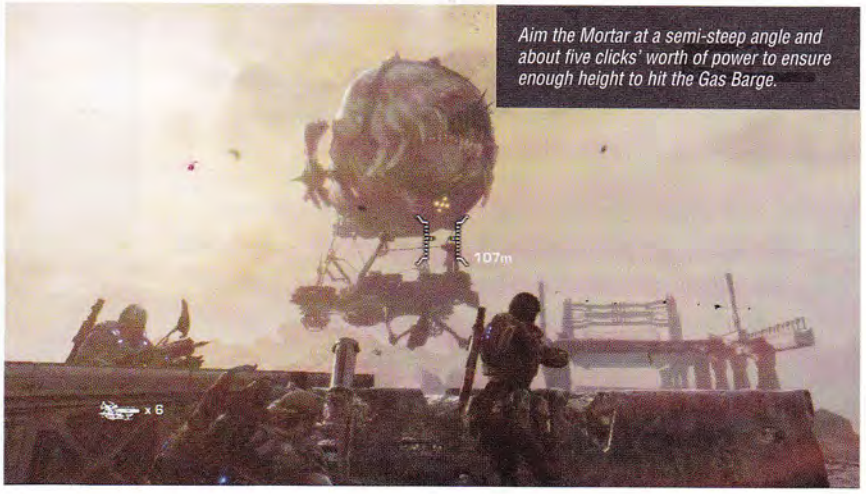
*Stand far enough inside the container to avoid splash damage, but close enough to the exit to see when the salvo has ended.*



Equip the Boomshot you find in the third container, exit on the left, and sprint to the fourth container for cover. Exit the fourth container and run at an angle to the right, sprinting along the outer sidewalk to where it sticks out beyond the collapsed portion of road. This offers a tremendous vantage point from which to attack the Locust down below. Use the Longshot you found earlier or the Boomshot from the container to take them out.



*Sprint along the right-hand sidewalk with the Boomshot or Longshot for a clean view of the Mortar crew below.*




*Aim the Mortar at a semi-steep angle and about five clicks' worth of power to ensure enough height to hit the Gas Barge.*

## CO-OP TACTIC

**Send only one person forward from container to container, drawing the Locust crew's attention so the others can move up safely. This avoids delays from bumping into one another or from being unable to exit/enter the containers in time. The mortar fire is random until one of the Gears gets close enough for the Locust to spot him, then the Locust target that individual unit.**

## MORTAR FIRE



*The Mortar is a devastating heavy weapon that can rain down explosive shells on distant enemies. Though it expels a bouncing fireball-like projectile when quick-fired while carrying it, the weapon is most effective aiming it from cover. Use the Left Thumbstick to adjust the tube's tilt, and hold the Fire Weapon button to determine the shot's power. Longer button presses yield longer shots. The Mortar guarantees an instant kill on all but the most resilient foes.*

### OBJECTIVE

## G USE THE MORTAR ON THE LOCUST GAS BARGE

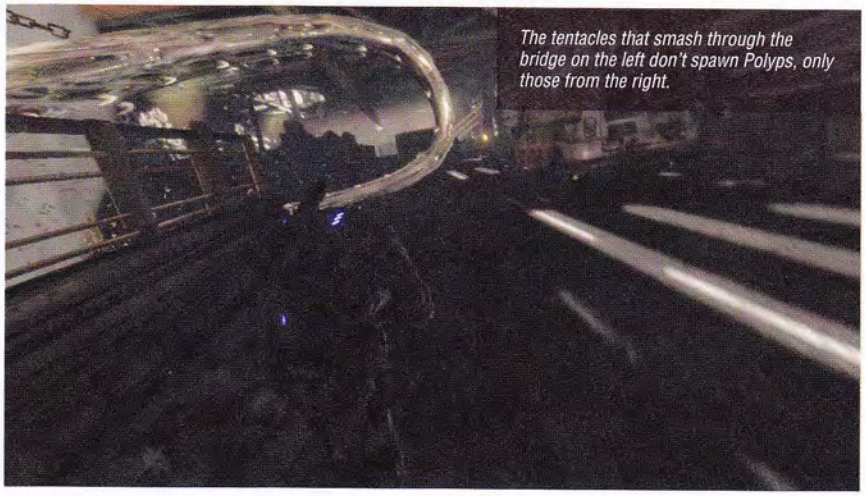
Descend the collapsed roadway to where the Locust were, and pick up the Mortar. A Locust Gas Barge is approaching from the left.

The Gas Barge has heavy weaponry, including mortar fire. Quickly duck for cover near the concrete barrier and fire the Mortar at the barge. Don't max out the range, as the Gas Barge is closer than you think. Just make sure to pull back on the controls (unless your controls are inversed) to aim steeply so the Mortar doesn't sail low. The goal is to rain mortar fire down onto the Gas Barge from above.

### OBJECTIVE

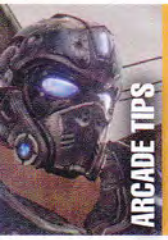
## H LOCATE A TICKER STORAGE CONTAINER

The COGs have come to a dead end, but fortunately the Gas Barge succeeded in creating a ramp back to the lower level. Pick up the Boomshot at the slanted walkway's base, but save it for topside. The only way to continue is via the lower deck, but cars and holes in the bridge surface block the way. That is, until the Leviathan's tentacles smash through the bridge and knock aside the cars!



*The tentacles that smash through the bridge on the left don't spawn Polyps, only those from the right.*

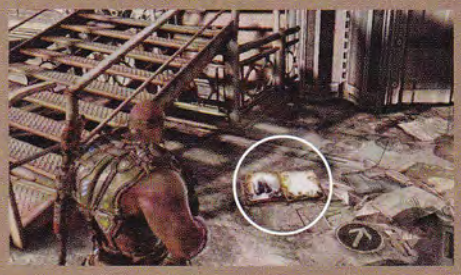
The tentacle may clear the way for the COGs to advance, but tentacles bring Polyps! Have your assault rifle ready, and fire rapidly at the Polyps. Advance slowly and let the squad take the lead, or at least walk alongside them. Most of the Polyps scamper around to the right, while others leap over the crate. Defeat the Grenadiers ahead, and use the ladders in the distance to return to the upper deck.




**The Locust are no friends of the Lambent, and they attack the Polyps if given the chance. This is no time to befriend the enemy of your enemy—those Locust are stealing your points! Advance slowly to draw the Polyps toward you before they attract the attention of the Locust up ahead.**

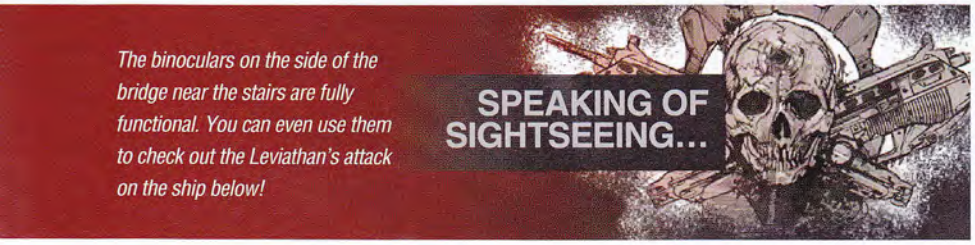
## 19 THE SIGHTS OF SERA





**Climb the ladders to the bridge's upper deck one last time, but don't head off to fight more Locust just yet! First, find this handy sightseeing guide in the other direction. Turn around to face the ladder you climbed, and walk to the left to find the collectible.**

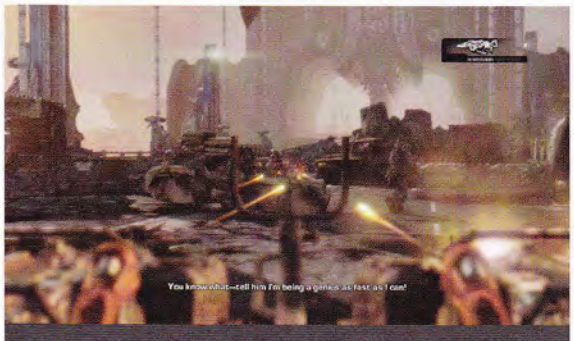
COLLECTIBLES




*The binoculars on the side of the bridge near the stairs are fully functional. You can even use them to check out the Leviathan's attack on the ship below!*

Locust protect the final stretch of bridge between the COGs and the crate of Tickers. Though it's dangerous, this actually gives the COGs multiple ways to proceed.

For starters, a Boomshot is on the far left as soon as you walk up the steps from the sidewalk. A Longshot is also on the walkway to the right. Use either weapon and advance along the left side, past the gap in the road. Mantle the barrier, and kill the Locust manning the Multi-Turret inside the hut. Detonate the fuel truck across the bridge to take out any Locust in the area—one may even have a OneShot. Then use the Multi-Turret to clear out the others.



*Man the Multi-Turret to tilt the odds in your favor.*

Alternatively, you can flank around to the right and sneak up behind the enemy inside the shack with the Multi-Turret. Kill him, and then use the Multi-Turret or Boomshot to detonate the fuel truck parked next to the enemy with the OneShot. Be fast about it, though, as you don't want the Drone with the OneShot getting a bead on you!

### OBJECTIVE

## 1 DROP TICKERS ONTO LAMBENT LEVIATHAN

As you near the crate of Tickers, another batch of two to four Locust bursts onto the scene from behind. Mount one of the turrets that you freed and take them down.




*It's possible to rush the Ticker crate and complete Act 1 without defeating the other Locust, but where's the fun in that?*

The Ticker container is just ahead on the bridge's right-hand side. Marcus and the others have lured the Lambent Leviathan to the ship's bow, directly under the center of the bridge. Approach the container and give it a kick to pour dozens of Tickers down onto the Leviathan.

ACT

# 02









CHAPTER 01

HANOVER COAST 16:27 HOURS

# SHIPWRECK

*If there was ever a plan that worked too well, it was Baird's idea of dumping dozens of Tickers onto the Leviathan. Sure, it killed the Imulsion-fueled sea creature, but it did a number on the CNV Sovereign and Centennial Bridge as well. Cole, Baird, and the others were lucky to hit a soft patch of river when they plummeted from the bridge. And they were even luckier to wash ashore on the Hanover coastline without further injury. The ship's wreckage is everywhere, but there's no word from Marcus and company. The squad must search the coastline for their comrades…and hope they're all right.*




## OBJECTIVES

- **A** PICK UP THE DROPPED WEAPONS.
- **B** SEARCH FOR THE RAVEN'S NEST.
- **C** KILL THE SAVAGE BOOMERS.
- **D** DESTROY THE SIEGE BEAST CREW.
- **E** DESTROY THE OTHER SIEGE BEASTS.
- **F** KILL THE BRUMAK.
- **G** REGROUP WITH ANYA AND JACE.
- **H** DEFEND AGAINST THE ATTACKING LOCUST.
- **I** DESTROY THE BRUMAK.

## COLLECTIBLES

1  TOMATOES: A BEGINNER'S GUIDE

2  OCTUS MEDAL DIPLOMA

3  CAPTAIN'S LOG

4  COG TAG

## HOSTILES ENCOUNTERED



SPECIES: LOCUST
ENEMY TYPE: WILD TICKER



SPECIES: LOCUST
ENEMY TYPE: SAVAGE DRONE



SPECIES: LOCUST
ENEMY TYPE: SNIPER

# WRECKAGE SITE

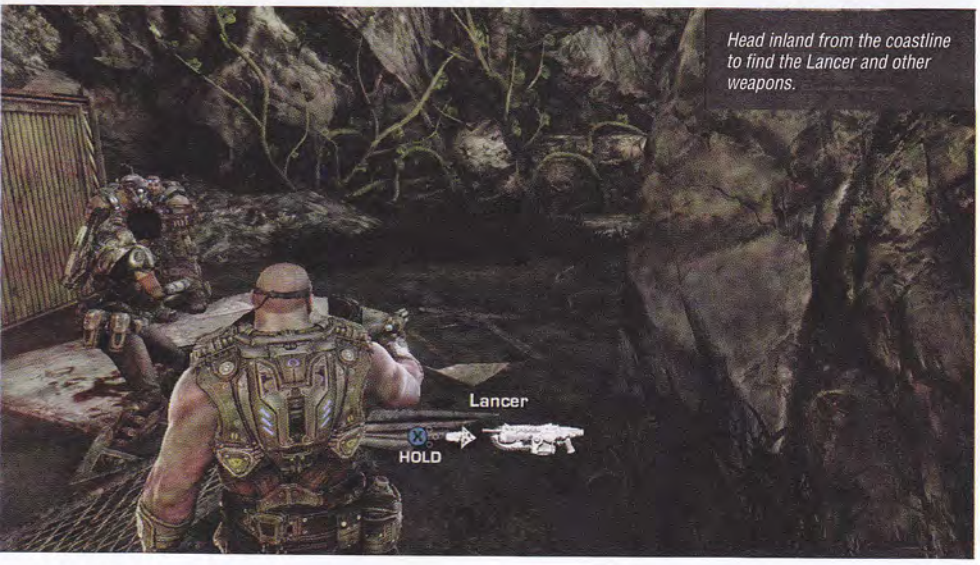
**OBJECTIVE**

## A PICK UP THE DROPPED WEAPONS

Cole's squad washes up on the Hanover Coast, not far from the smoldering husk of the CNV Sovereign. They must fight their way to the ship to see if there are any survivors. And if they're going to do that, they had better find some weapons!

### WILD TICKERS

**Wild Tickers don't pose a physical threat (they lack explosives), but they do steal the spoils of war. If you're quick on the draw with the pistol, you can kill the first two Tickers, saving some of the weapons lying on the ground. Always try to kill other specimens of these non-explosive Tickers to see what goodies they have inside. You never know when you might break open a Wild Ticker and find a power weapon or Frag Grenades!**




*Head inland from the coastline to find the Lancer and other weapons.*

Cole managed to hold onto his Boltok during the plunge, but that's it. Walk up the path and find a Lancer, then a Gnasher and a Snub Pistol. You might consider holding onto the Boltok for now.

### 1 TOMATOES: A BEGINNER'S GUIDE

Cole doesn't need to go far to find the first collectible in this chapter. It's inside the red shipping container, to the left of the Boltok and Gnasher pickups. Kick open the metal gate to reach it.






COLLECTIBLES



**SPECIES:** LOCUST
**ENEMY TYPE:** SAVAGE GRENADIER



**SPECIES:** LOCUST
**ENEMY TYPE:** SAVAGE BOOMER



**SPECIES:** LOCUST
**ENEMY TYPE:** BRUMAK

OBJECTIVE

## B SEARCH FOR THE RAVEN'S NEST

Continue along the path to the Frag Grenade pickup, and then sprint straight ahead to find even more Frags and a Longshot in the distance. Grab these extra weapons before you engage the Locust up the slope to the left. Once you grab the Longshot, quickly take out the first sniper up high on the overhead bridge.

Use the rocks for cover and toss one or two Frag Grenades if the Locust bunch together. Otherwise, rely on the Longshot to off pick enemies from afar. A second Locust wave appears and knocks over a large, metal barricade upslope to the left. Rush to cover near the metal platform, and toss a Frag Grenade at them as they climb onto it. You can also shoot through the platform's supports, hitting the Savage Drones in the feet and legs, if they try to take cover behind it.



*Swing wide to the right to get a clear shot at the Locust near the metal obstacle in the distance.*

Continue around the bend and down the slope, toward a downed Raven's crash site. Fend off the small group of Locust to secure the area.

### 2 OCTUS MEDAL DIPLOMA



**Locate the smoldering Raven close to the coastline, near where the second Locust wave attacks. A deposit of debris from Marcus' cabin aboard the Sovereign is planted in the ground, including this memento of his father that he has kept.**



COLLECTIBLES

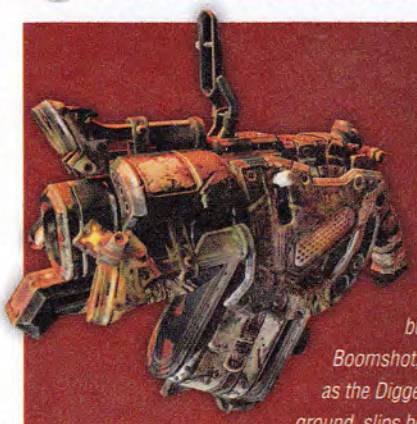
Marcus and Dom washed up on the beach just around the bend, near the second downed Raven. Anya and Jace are pinned down near the ship and are taking heavy fire. Marcus instructs Carmine and Sam to head straight to the lifeboats along the beachfront. Meanwhile, Marcus and the others will fight their way there via the inland route.



*Now that the squad is reunited, control shifts from Cole to Marcus.*

OBJECTIVE

## C KILL THE SAVAGE BOOMERS



### DIGGERS!

*Life on the surface hasn't been kind to Savage Boomers, but they've found a way to adapt. Though they miss their Boomshot, they've developed an equally devastating weapon known as the Digger Launcher. This impressive tool burrows through the ground, slips beneath cover, then leaps up and explodes with the force of a Boomshot rocket. The Digger Launcher is the perfect weapon for taking out small groups of entrenched foes. Listen for the sound of the Digger Launcher burrowing through the ground, and quickly roll to the side to escape its blast. The Digger Launcher cannot burrow under large obstacles, nor can it rise up through tall platforms.*



*Flank the Savage Boomers via the path on the right, and use the Gnasher to blast them from close range.*

Pick up the Longshot and take cover near the two rock walls below the Savage Boomers' ledge. Then toss a Frag Grenade up at them, and use the sniper rifle to pick off several of the Drones. If you're unsure when to flank, listen for Dom's signal. Two Locust attack along the path, so keep the Gnasher handy. Flank around toward the third Savage Boomer hanging back from the others. Use the Gnasher to kill it, and then use its Digger Launcher to kill the foes near the ledge to the left.

Rush to gather the ammo from the other two Digger Launchers. However, beware that Savage Grenadiers will most likely spawn behind you in an attempt to trap you against the ledge. Quickly take cover and use the Digger Launcher (save some ammo for later) on these Locust that spawn further up the path. It's possible to grab the Digger Launchers and sprint back to the others to avoid being cornered.



*Blast the Savage Boomers, gather the Digger Launcher ammo, and then fight your way off that ledge before you get trapped.*

Temporarily swap out your assault rifle or Gnasher for the Longshot. If one of your squad mates hasn't done so already, use it to take out the two Snipers on the rickety rope bridges above.

OBJECTIVE

## D DESTROY THE SIEGE BEAST CREW

Multiple Savage Drones and Grenadiers man a Siege Beast up ahead. Move in and use the Digger Launcher to clear them. This shouldn't be hard, as they're dutifully focused on prepping the Siege Beast to assault the wreckage site.



*The Digger Launcher doesn't harm the Siege Beast, but it certainly kills the crew working the controls!*

OBJECTIVE

## E DESTROY THE OTHER SIEGE BEASTS

*Siege Beasts are massive creatures that the Locust have enslaved and turned into mobile catapults. Though they remain stationary and a COG can easily control them from the rear, they bite down on any ground walkers who stray too close to their mouths. Take control of the Siege Beast from the rear, and use the movement controls to aim the targeting reticle before you launch the fiery cannonball. Siege Beasts must be reloaded after each launch. Often, one of your AI squad mates turns the crank on either side to ready the next shot. However, this duty falls to a human partner if you play cooperatively. You may even need to turn the crank yourself if the rest of the squad is busy defending the position.*




The Siege Beast is a giant catapult that comes with one massive fireball pre-loaded and ready for launch. Approach the rear control levers, and aim at the right-hand Siege Beast in the distance. Fire the catapult when the reticle turns red.

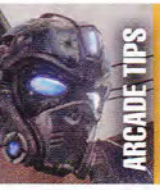


*First aim the reticle at the Siege Beast down the hill to the right, then take out the one on the left.*



The second Siege Beast to destroy is further away to the left. Release the aiming controls and wind the catapult via the crank on the Siege Beast's right or left (if no teammate does it for you). Aim your Siege Beast and fire.

While you use this Siege Beast, the other COGs fend off the Locust that attack. Don't delay, or you risk being overrun by the Locust. Use the Siege Beast for cover and crank the arms on the side opposite incoming fire.




**Looking for extra things to kill with the Siege Beast? If so, kill only the right-hand Siege Beast, and then use your newfound catapult to defeat the Locust grapplers. Several Locust squads appear as long as one of the other Siege Beasts is intact. Lob a fireball at them with your Siege Beast to score some extra points before you take out the second target.**

OBJECTIVE

## F KILL THE BRUMAK

The two Siege Beasts aren't the Locust's only heavy weapons in the area; they also have a Brumak nearby! If there is any question about the Siege Beast's power, this should lay it to rest. Wind up the Siege Beast and aim for the Brumak's head. The reticle should turn red, but slightly anticipating the Brumak's movement while you aim is a good idea, as the projectile fires slowly. Destroying the Brumak takes only two direct hits on all but the hardest difficulty setting.



*The Brumak approaches from the far left. Aim for its head and massive rocket pack atop its back.*

OBJECTIVE

## G REGROUP WITH ANYA AND JACE

Anya and Jace aren't far from here, but a number of Locust are in the way. Descend the path around the bend to the right, where two Locust are holed up behind small rock piles. Take them down with the Digger Launcher, and then swap it for the Longshot in this area.

## 3 CAPTAIN'S LOG



**The Captain's Log is inside the wooden crate high atop the rocks. It's directly above the two Locust near the Longshot and Frag Grenades. Open fire on the wooden crate with the Lancer to cut it to pieces. The Captain's Log falls to the ground.**



COLLECTIBLES

The path to the beach splits up ahead. Turn and snipe the Locust taking cover just down the hill to support Anya and Jace. Then snipe those to the right. Climb over the rocks to where the Locust you just killed were hiding. Marcus can't mantle over the next wall of rocks, but this is a great spot from which to snipe the enemies on the beach—especially when playing Arcade mode, as headshots earn more points. Loop up and around to the left, through the arch, to access the beach. More Savage Drones attack on the beach near the containers, so be ready for them. It's best to circle wide to the left and let the other COGs take the direct route to Anya.

Cross the beach toward the green smoke signal, leaving the remaining one or two Locust alive for your squad to dispatch. This gives you time to gather ammo and search for the COG Tag near the wreckage. Prescott's injured body is lying near the smoke signal—it's time for that chat.

## 4 COG TAG



**You no doubt noticed the Crimson Omen painted on the shipping container while you lent fire support to Anya and Jace. The COG Tag is behind the containers, to the left of the green smoke signal. It's on the ground, in the corner between the two containers nearest the water.**

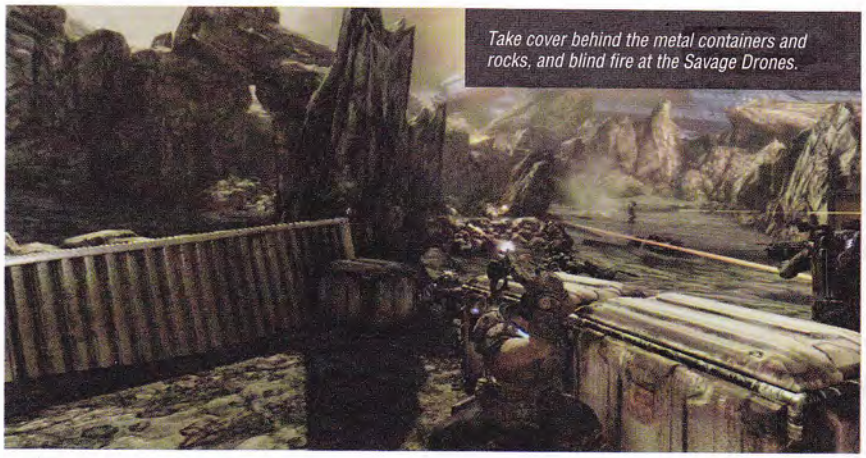


COLLECTIBLES

OBJECTIVE

## H DEFEND AGAINST ATTACKING LOCUST

Before long, a band of Savage Drones interrupts the discussion. Use the Frag Grenades and assault rifle to take out the Locust wave that attacks after the meeting with Prescott. There are quite a few of them. Before you kill the final Locust, gather all available ammo and make sure you equip an assault rifle, such as the Retro Lancer.



*Take cover behind the metal containers and rocks, and blind fire at the Savage Drones.*

OBJECTIVE

## I DESTROY THE BRUMAK

With the help of a Siege Beast, the squad dealt with a Brumak earlier, but now it's time to take one down with conventional weapons. The Brumak has a massive amount of health, but you can inflict extra damage to it by targeting the guns on its arms and the rocket launcher on its back.



*Pepper the Brumak's wrist-mounted guns with gunfire to destroy the weapons and inflict heavy damage.*

Immediately take cover inside the open shipping container, and use the Retro Lancer to fire on its right-hand gun. Lean out the container's far left side to line up a clean shot. Next, slide deeper into the container and shoot from its middle opening at the Brumak's left-hand gun. Destroy both wrist-mounted guns to make attacking on foot less dangerous.



*Use the rocks for cover and move fast to get a clear line of sight to the cylinder on its back.*

Now it's time to flank the Brumak and attack the rocket launcher on its back. Exit the container and sweep wide to the left, around the rocks, to get into position. Roadie Run and somersault to cover ground quickly. Then open fire on its dorsal-mounted rocket launcher.

### PISTOLS WORK TOO

**Don't forget to use your pistol if you run out of ammo. The Brumak's large size doesn't mean the Snub Pistol and Boltok Pistol can't kill it. These weapons can inflict damage just as well as the rifles can, albeit at a slower rate of fire.**

SERAN DEADLANDS 17:04 HOURS

CHAPTER 02

# HOUSE OF SAND

*If Prescott and Baird are correct that the key Prescott gave Marcus might unlock the data in Hoffman's possession, then the group has to get to Anvil Gate at once. Sam knows the way, but it's an extremely long and hazardous journey across the Seran Deadlands. The Gears have to find an alternate means of transport—one that doesn't involve days of humping across the badlands on foot. Marcus just might have a solution…*




## OBJECTIVES

- A FIND OUT WHERE THE GAS BARGES ARE HEADED.
- B DEFEAT THE CORPSER.
- C FIND OUT WHERE THE GAS BARGES ARE HEADED.
- D TAKE OUT THE SIEGE BEAST CREW.
- E DEFEAT THE LOCUST REINFORCEMENTS.

## HOSTILES ENCOUNTERED



SPECIES: LOCUST
ENEMY TYPE: TICKER



SPECIES: LOCUST
ENEMY TYPE: SAVAGE GRENADIER



SPECIES: LOCUST
ENEMY TYPE: SAVAGE GRINDER



SPECIES: LOCUST
ENEMY TYPE: CORPSER



SPECIES: LOCUST
ENEMY TYPE: SAVAGE DRONE



SPECIES: LOCUST
ENEMY TYPE: SAVAGE BOOMER



SPECIES: LOCUST
ENEMY TYPE: SAVAGE THERON

# SERAN DEADLANDS

**OBJECTIVE**

## A FIND OUT WHERE THE GAS BARGES ARE HEADED

Gather the ammo on the plateau near the Gas Barge wreckage, and then enter the cave. A sudden tremor causes the cave to collapse behind the squad, forcing them forward.

*This is the first chapter that you get to play from beginning to end as the original foursome of Marcus, Dom, Cole, and Baird. It's great to have the band back together again!*

**REUNITED, AND IT FEELS SO GOOD**

When you enter the plains where the caged corpses are hanging, pick up the Sawed-Off Shotgun. It's located to the left of the red ammo crate. Unlike the Gnasher, the Sawed-Off Shotgun has a very limited range and a much slower rate of fire, but it packs considerably more punch.



*The Seran Deadlands isn't the most hospitable location.*

**OBJECTIVE**

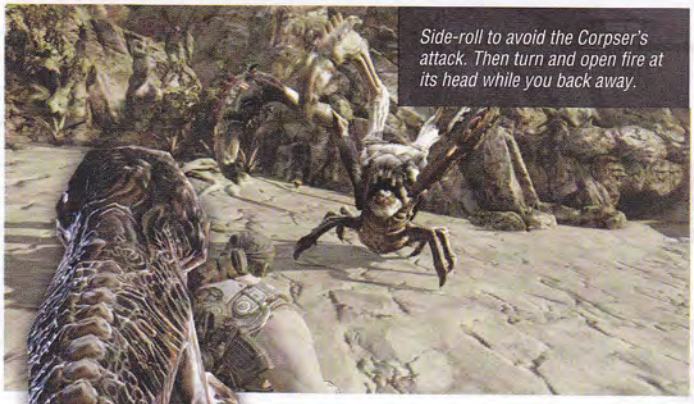
## B DEFEAT THE CORPSER

A subtle rumbling signals the arrival of a creature known as the Corpser. Corpsers come in multiple sizes, and this area is home to a juvenile. Though it may be young, it still poses a considerable threat. The Corpser streaks across the landscape, just below the ground's surface, with one of its front pincers raised above the dirt in attack formation. Keep moving, and stay away from the walls to avoid being cornered.



*Avoid the Corpser's trail of dust and rocks as it burrows back and forth across the landscape.*

Wait for the Corpser to emerge, and then open fire on its head. Try to shoot between its armor-plated legs, otherwise throw a Frag Grenade at it. Shoot it in the head to make it rear back and expose its head even further. Open fire with the assault rifle or Sawed-Off Shotgun to kill it. You can also chainsaw the juvenile Corpser's face while its head is exposed.



*Side-roll to avoid the Corpser's attack. Then turn and open fire at its head while you back away.*

OBJECTIVE

## C FIND OUT WHERE THE GAS BARGES ARE HEADED

Descend the ramp to the stone blocks near the ledge ahead. Multiple Savage Grenadiers and Savage Boomers are dug in behind cover on the upper ledge. Digger Launchers are also inbound! Take cover and lob a Frag Grenade up at them. Then pick off any you can with the Boltok or assault rifle.

Scale the first small rise and take cover where the Savage Boomers were located. From here, deal with the Grinder on the upper ledge to the left, near the massive horn. Stay behind cover and take out the final Savage Grenadiers that may attack.



*This lower cover serves its purpose initially, but you need to ascend to the upper level to target the Grinder.*



*Savage Therons wield menacing Cleavers, but they're relatively harmless if you keep them at range.*

Gather the Digger Launcher ammo and the Mulcher, and approach the heavy wooden gate. A wave of Savage Drones and Therons, many with Cleavers, rockets out of the ground behind you for a surprise attack. Set the Mulcher atop the low cover near the gate, and start mowing down the baddies. Multiple Savage Therons continue to attack, so keep firing until you're out of Mulcher ammo.

OBJECTIVE

## D TAKE OUT THE SIEGE BEAST CREW

The squad continues through the gate but instantly faces a Siege Beast crew raining firebombs onto them. Roadie Run to the left and loop around to the right. The path forks; you can go left if you don't hesitate upon leaving the gate, otherwise loop to the right.

The Siege Beast crew is well entrenched atop the small hill. Multiple Savage Boomers quickly approach from the left. A Multi-Turret is even positioned atop the bluff. Taking a direct approach is suicide, as too many Savage Grenadiers and Tickers threaten to mow you down.



*This is no time for sightseeing! Take off, sprinting down the path, and don't stop until you reach cover.*

### CO-OP TACTIC

**The Siege Beast's incoming attacks don't offer much margin for error as you sprint along the path. Take turns making the run to lessen the chance of being hit. Split up when you reach the Siege Beast crew near the Multi-Turret. Send one member up the right-hand flank, around the tree. Meanwhile, another member should distract the turret's gunner and draw the Savage Boomers down through the tunnel. This frees the flanking soldier to get a clean shot at the Multi-Turret, and then use it against the Savage Boomers once they're lured into the open.**



*Deploy Frag Grenades and Lancer fire to quiet the Multi-Turret. Then flank right around the large tree while the others advance through the left-hand tunnel.*

Though you can flank left through the narrow tunnel, doing so places you in close proximity to the Savage Boomers with little room to sidestep their Digger Launcher attacks. So, we recommend flanking to the right. If you have Frag Grenades, use them to eliminate the Locust operating the Multi-Turret. Otherwise, take pot shots with the Boltok and Lancer or roll in for a Sawed-Off Shotgun attack.

Take your time here. Let the enemies make their way down the ladders to you from up above, where the Siege Beast is. Don't rush them, and don't worry about being bombarded with Siege Beast fire—it stops firing on this location as soon as the Gears advance beyond the narrow paths. Defeat the last of the Locust in the area around the Multi-Turret, and then climb the ladders to access the now unattended Siege Beast.

OBJECTIVE

## E DEFEAT THE LOCUST REINFORCEMENTS

Mount the Siege Beast controls and watch for the half dozen or so Locust to begin advancing along the path straight ahead. Wait for the Savage Boomers to get within range, and then fire on them.



*Score as many kills as you can with the Siege Beast, but focus on the Savage Boomers first and foremost!*

Dom will likely crank the arm back for you, allowing you to launch two or three fireballs quickly at the Locust up the path. Back away from the Siege Beast and collect the Frag Grenades and Longshot on the ledge immediately behind the Siege Beast. Use the Digger Launcher you collected from the Savage Boomers and push up the path to intercept the other Locust. Snipe those you can, and then consider rushing forward to gather the additional Digger Launchers that were dropped, or flank right.



*Additional Locust attack from outside the Siege Beast's range. Flank right and use Frag Grenades take them out.*

The clearing to the right contains additional Frag Grenades and offers a clean shot at the Locust taking cover behind the crates and rocks. Finish them off and then enter the gated area. The area is a bona fide ammo dump. Before you leave, load up on Frag Grenades, ammo for your primary weapons, and swap out the Digger Launcher for the Longshot.



*An ammo stash like this could mean only one thing: a whole lot of well-armed Locust is in the area!*



CHAPTER 03

# FORCED ENTRY

*The Gears' pursuit of the Gas Barge has brought them deeper into the Seran Deadlands, to a sprawling Locust stronghold carved out of the rock. Not content to live on the planet surface as the groundwalkers do, the Locust have begun burrowing into the badlands, developing a network of bunkers and underground chambers where they can regain a sense of their former lives. The Gears must make their way through this compound to continue toward Anvil Gate, but first they must find a way inside.*




## OBJECTIVES

- **A** ENTER THE LOCUST STRONGHOLD WITHOUT TRIGGERING AN ALARM.
- **B** SECURE THE LOCUST STRONGHOLD.
- **C** CONTINUE THROUGH THE TRENCHES.

## COLLECTIBLES

5  COG TAG

## HOSTILES ENCOUNTERED


SPECIES: LOCUST
ENEMY TYPE: WILD TICKER


SPECIES: LOCUST
ENEMY TYPE: SAVAGE BOOMER


SPECIES: LOCUST
ENEMY TYPE: SAVAGE DRONE


SPECIES: LOCUST
ENEMY TYPE: SAVAGE THERON


SPECIES: LOCUST
ENEMY TYPE: SAVAGE GRENADIER


SPECIES: LOCUST
ENEMY TYPE: CORPSER

# LOCUST STRONGHOLD

**OBJECTIVE**

## A ENTER THE LOCUST STRONGHOLD WITHOUT TRIGGERING AN ALARM

A sprawling canyon is all that lies between the Gears and the entrance to the Locust stronghold. There are two ways into the stronghold: a side entrance for those who use stealth and avoid detection, and the main gate for those who alert the guards. The Locust have placed three large horns throughout the canyon: one near the gate where the Gears enter, one on a lookout far to the left, and another above the main gate.

You encounter a Locust Grenadier near the horn just beyond the entrance to the canyon. Lie in wait for his patrol path to take him away from the horn, and then let him have it. Gather the Frag Grenades and ammo behind the crates to the right.

Move left quickly, preferably with the Longshot ready, and melee the Wild Tickers out of the way before they swallow the OneShot and the two Longshots near the crates ahead. Hunt down any Wild Tickers that steal your power weapons, but don't chase them too far, as they're apt to retreat toward the fortress wall where the next horn is.

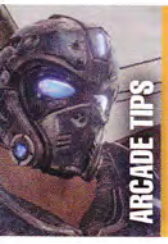
### RAPID, PRECISE, LETHAL

**If you don't have a Hammerburst already, take the one that this first victim drops, as it's the perfect weapon for killing the guards atop the walls. If, for some reason, you don't pick up this weapon (or can't), consider trading your Lancer with Dom for a Hammerburst, as he's likely to have one.**



*Take cover near the Longshot and OneShot. Use the Longshot to take out the two Drones on the wall before you round the corner to the right.*

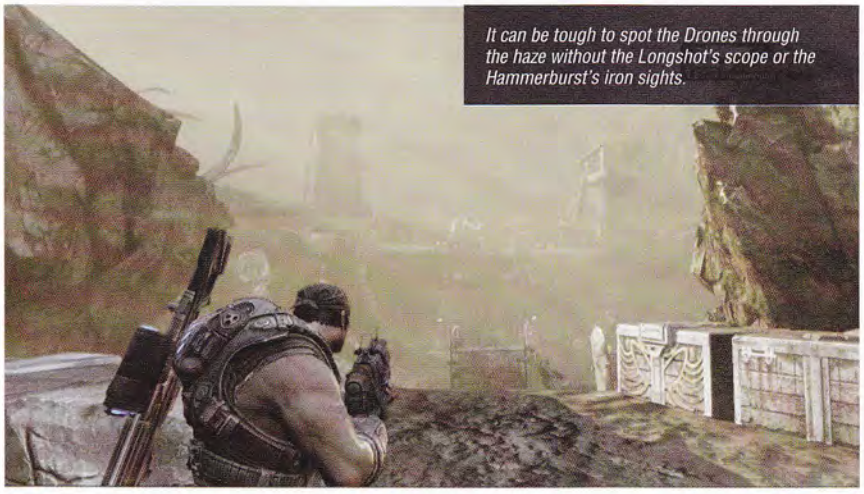
Advance until Marcus calls the squad's attention to the two Savage Drones atop the wall far ahead. One stands idle to the far left with a Longshot, while another paces back and forth to his right. Spot the stack of yellow fuel canisters, and then snipe the patrolling Drone in the head, being careful not to detonate the explosives just yet. The other Drone fires once in your direction and then runs for the horn. Stop him by quickly reloading the Longshot (or switch to the Hammerburst or Lancer) and shooting the fuel canisters just as he runs past them.



**ARCADE TIPS**

**When Arcade scoring is activated, there's no reason to play stealthily, as doing so only limits the number of high-value targets you get to kill. Not only should you allow yourself to be seen, but you might even want to blow the very first horn yourself. Kill the initial Savage Grenadier, gather the Longshot and OneShot, and retreat to the horn. Blow the horn to sound the alarm, take cover, and watch as the hordes of Locust funnel toward your position. Use the Longshot for the lesser foes and save the OneShot for the Corpser, Savage Boomers, and others.**

Advance down the slope to the right, toward the main fortress wall. This wall also contains a horn and two guards, but they're much closer to the horn and are on separate sides. Each Savage Drone's patrol path loops around a pile of explosive fuel cells on his respective side of the horn. The Longshot takes too long to reload for this scenario—it's possible if the Drones are at their max distance from the horn, but it's very risky. The Lancer lacks the range and accuracy you need. Thus, the Hammerburst is the best weapon to use here. Use its iron sights to fire two rounds quickly at the fuel cell stacks on either side of the horn. It's important to be fast, or the second Drone will reach the horn. You must make sure the Drones are actually near the cells, as their paths do take them beyond the blast radius.



*It can be tough to spot the Drones through the haze without the Longshot's scope or the Hammerburst's iron sights.*

## AVOIDED DETECTION: MOVE DEEPER INTO THE LOCUST STRONGHOLD

If you don't kill both Drones in time, and they sound the alarm, skip ahead to the next section, *Alarm Sounded: Fight Your Way into the Locust Stronghold.*

If you manage to kill the watchmen atop the wall without any of the three horns being sounded, a gate on the right opens and several Savage Therons attack. Don't worry about making too much noise at this point, as nobody is left to blow the horn. Take them out—feel free to use the Mortar if you wish—and enter the Locust stronghold through the side gate.



*There's no reason to be stealthy once the side gate opens. Bombard the Savage Therons with mortar fire, and then head inside.*

Enter the area beyond the side gate, and gather the ammo and all manner of grenades. Raise the gate ahead to emerge inside the stronghold, to the right of the upper walkway. This is where you would emerge if you had alerted the guards outside, only now you're in a much better position to take out the Multi-Turret (see the next column).



ARCADE TIPS

**Though it's much better to blow the horn (or allow the Drones to trigger the alarm) when you play Arcade mode, opportunities to score points in bulk here still exist. Proceed through the internal gate, to the area where the Wild Tickers are stored behind the metal gate. Toss a Frag Grenade through a gap in the gate to blast the penned-in Wild Tickers for points. More Frag Grenades are in the area.**



### 5 COG TAG

**The only way to get this COG Tag is to sneak into the compound via the side gate without alerting the guards atop the ramparts. Once you're inside, locate the gated caves containing the Wild Tickers, and note the baskets in the center. The COG Tag lies inside the basket on the ground. It's easy to miss, so look carefully.**



COLLECTIBLES

## ALARM SOUNDED: FIGHT YOUR WAY INTO THE LOCUST STRONGHOLD

All is not lost if the Locust sound the horn, but you have to do a lot more fighting than you otherwise would have. The route inside the fortress is also much more difficult. Fortunately, two OneShots are back up the hill. Run to the OneShots, take cover there, and wait there to kill the two Locust that spawn near the first wall before you join the squad further downhill.

Use the Longshot to snipe the Snipers in the two upper watchtowers. Then carry the OneShot up the slope on the canyon's left-hand side. Finish off the first wave of enemies, and watch as the gate opens and Savage Boomers appear. Take them out (collect their Digger Launchers later), and then kill the Corpser that appears. You can kill this juvenile Corpser with a single shot from the aptly named OneShot. If you run out of OneShot ammo, there's always the Mortar nearby.



*Carry the OneShot up the slope on the left for a clear view of the enemies exiting the main gate, particularly the Corpser!*



*Use the OneShot against the Savage Boomers that emerge from within the gate before they can fire their Digger Launchers.*

Enter the stronghold through the central gate; the side gate remains locked if the horn sounds. Gather the ammo and raise the second interior gate to continue.

The squad is now trapped in a small room, behind a massive internal gate that cannot be lifted manually. The multiple Locust on the wall above take cover behind a concrete barrier. Shoot the stone barrier to break the cover free. This reveals the enemies, as well as a lever that, if shot, raises the gate.



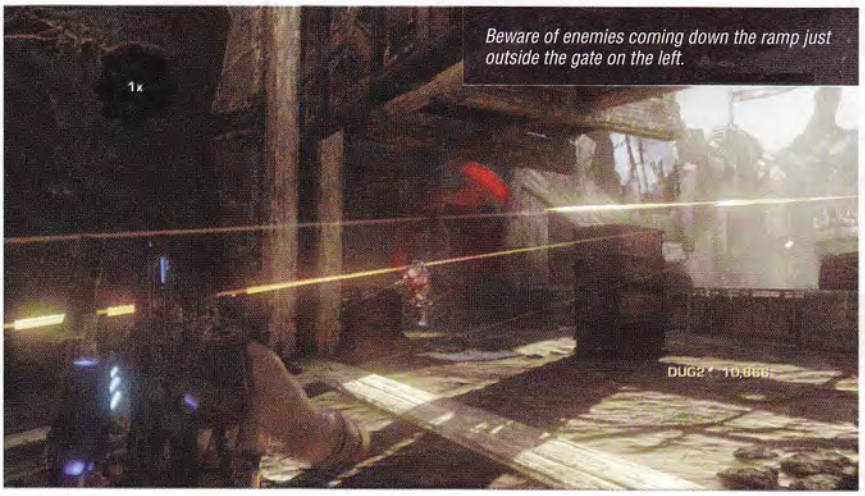
*Shoot through the concrete barrier above the gate, and then target the lever to raise the gate.*

OBJECTIVE

## B SECURE THE LOCUST STRONGHOLD

Whether you enter through the main gate or from the side, your initial focus must be the same: blow up the Multi-Turret on the center platform inside. Players who successfully sneak into the stronghold without detection can swiftly shoot the fuel cells behind the fencing beneath the turret. Those who have to fight their way inside have a slightly harder time. Because it's much harder to sneak in stealthily, we'll discuss the blown-cover approach first.

Immediately fall back into cover after you shoot the lever that raises the gate. Any Savage Grenadiers or Therons that you didn't kill on top of the walkway are about to descend and approach the open gate from the left. Toss a Frag Grenade to the left to catch them as they enter. Then duck back for cover from the Multi-Turret.



*Beware of enemies coming down the ramp just outside the gate on the left.*

Quickly ascend the ramp on the left to gain the upper walkway. Grab the Frag Grenades in the alcove. Hurl one at the central elevated platform where the Multi-Turret is. Doing so detonates a stockpile of fuel canisters below the turret, causing an explosion large enough to collapse the walkway and block future access to the turret. Now you won't have to worry about other Locust mounting the heavy gun.



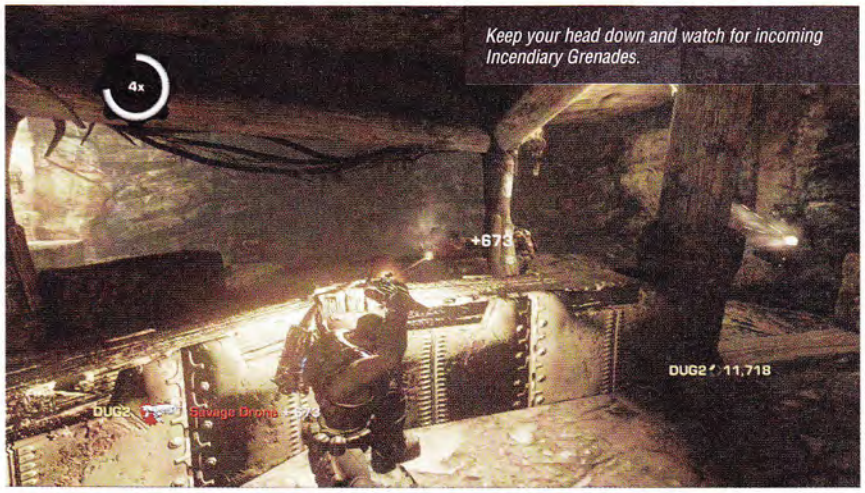
*Toss a Frag Grenade onto the Multi-Turret platform to trigger a massive explosion.*

Continue across the walkway from left to right, past the lever, to the other Frag Grenades. Before you descend, rain down explosives atop the lower Multi-Turret to clear out its operators. It's a long toss, but with a little practice you can bounce the Frag Grenade off the crates and into the turret nest. Now you can descend the ramp to where you would enter if you didn't sneak in the side way.

## MERGING PATHS

*The tactics from this point forward are the same, regardless of how you entered the stronghold outside.*

Use Frag Grenades and Hammerburst shots to eliminate the Savage Drones behind cover—or use the Digger Launcher if you snuck in via the side entrance. Beware their Incendiary Grenades, as they are deadly accurate and the flames can easily engulf you. Though they may look cornered, these units are strong and well equipped.




*Keep your head down and watch for incoming Incendiary Grenades.*

A pair of Savage Boomers enters from a far gate as soon as you dispatch the last of the enemies in this immediate area. Use the Digger Launchers or Frag Grenades on the Savage Boomers to take them out quickly and gain access to the stronghold's final interior area.




*Use the Digger Launcher, Frag Grenades, and any remaining fuel cells to kill the Savage Boomers before they can launch their attack.*

### OBJECTIVE C
## CONTINUE THROUGH THE TRENCHES

The lever that controls the gate to the trenches is mounted on a pole in this final area's center. Unfortunately, several Savage Drones, including one manning a Multi-Turret, defend it. Flank right and hit the explosive containers to clear it out.



*The Multi-Turret is tucked to the left side. Use the piles of stone blocks for cover, and loop around in a counter-clockwise direction from the right.*

### SAVE YOUR DIGGERS

**The elevation varies too much for the Digger Launcher to be effective against the Drone near the Multi-Turret. Either toss a Frag or use the available cover and flank to the right.**

Move into position to avoid the Multi-Turret, and use Frag Grenades to take out the Savage Grenadier near the lever. Rush in from the side with the Digger Launcher—not head-on—and finish off the others. Pull the lever to exit the area.

CHAPTER 04

SAVAGE LOCUST SURFACE HIVE

18:00 HOURS

# TRENCH RUN

## HOSTILES ENCOUNTERED


SPECIES: LOCUST
ENEMY TYPE: WILD TICKER


SPECIES: LOCUST
ENEMY TYPE: TICKER


SPECIES: LOCUST
ENEMY TYPE: SAVAGE DRONE


SPECIES: LOCUST
ENEMY TYPE: SAVAGE GRENADIER


SPECIES: LOCUST
ENEMY TYPE: SAVAGE BOOMER


SPECIES: LOCUST
ENEMY TYPE: SAVAGE THERON


SPECIES: LOCUST
ENEMY TYPE: BUTCHER


SPECIES: LOCUST
ENEMY TYPE: CORPSER


SPECIES: LOCUST
ENEMY TYPE: BABY CORPSER

## OBJECTIVES

- A FIND A WAY OUT OF THE BUNKER SYSTEM.
- B GET TO THE GAS BARGE LANDING TOWER.
- C USE THE TICKERS TO YOUR ADVANTAGE.
- D DEFEAT THE CORPSER.
- E KILL THE HATCHLINGS.
- F ESCAPE THE MOTHER'S LAIR.

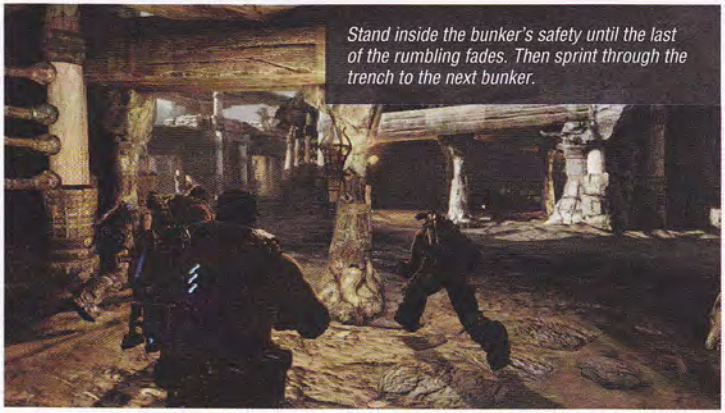
## COLLECTIBLES

6  LOCUST HAMMER

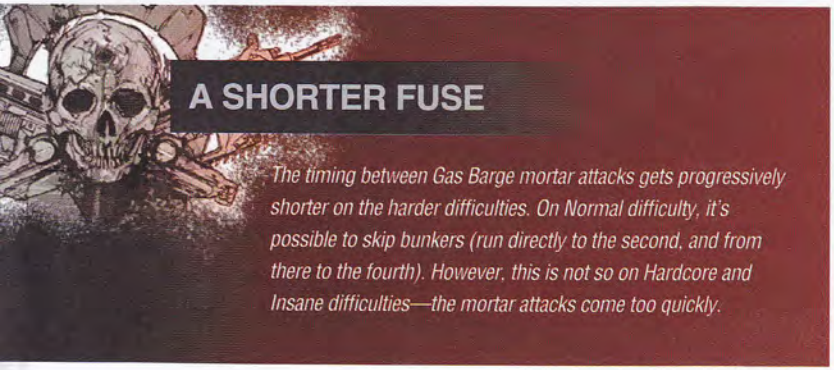


## A FIND A WAY OUT OF THE BUNKER SYSTEM

The lever mechanism in the stronghold opened a gate to a vast bunker system. And where there are bunkers, there's typically mortar fire! A nearby Gas Barge rains down mortar fire all over the trenches. The Gears have no choice but to sprint from bunker to bunker, starting with the one straight ahead. Get deep inside bunker and wait for the salvo's explosions to cease—don't stand near the exits. Quickly sprint to the next bunker, from there to third, and then to the fourth.



*Stand inside the bunker's safety until the last of the rumbling fades. Then sprint through the trench to the next bunker.*



### A SHORTER FUSE

*The timing between Gas Barge mortar attacks gets progressively shorter on the harder difficulties. On Normal difficulty, it's possible to skip bunkers (run directly to the second, and from there to the fourth). However, this is not so on Hardcore and Insane difficulties—the mortar attacks come too quickly.*

## 6 LOCUST HAMMER

**Navigate the trenches, running from bunker to bunker to escape the mortar fire. Listen for the chime signaling that you've survived the attack, and proceed out the back side of the final bunker. Turn to the right and look behind the crate with the large pickaxe on top of it. A collectible Locust Hammer is on the ground there. Baird will be pleased.**



COLLECTIBLES

OBJECTIVE

## B GET TO THE GAS BARGE LANDING TOWER

The Gas Barges appear to be landing near the tower in the distance—this is the COG's chance! First they must cross a series of elevated walkways.

The elevated walkway beyond the bunkers is roughly square in shape and provides flanking opportunities. Grab the Frag Grenades on the right. Quickly throw one at the Locust directly ahead before they toss an Incendiary Grenade. Flank to the left, allowing the rest of the squad to head straight for the Locust. Watch out for Tickers in this area—melee them to knock them upside-down before they detonate.



*Take out the Drones nearest the ramp leading onto the walkway. Then flank left to catch the others in a crossfire.*

Use the Hammerburst and Frag Grenades as you flank left to take out the Locust on that side of the fort. Continue to sweep around to cut down the ones where Baird and the others were.

Raise the gate to go back inside—the COGs all agree that anything is better than another open-air run through mortar fire! The men enter a large room ringed with Ticker cages. A number of explosive Tickers and Wild Tickers are in the area. Stick to the right side, and ready a Frag Grenade for the Savage Drones and Boomer that enter from across the room. If you can target the Boomer's blind side, this is a prime time to use the Sawed-Off Shotgun against it. On your way out, load up on ammunition, including ammo for the Digger Launcher and Gorgon Pistol.

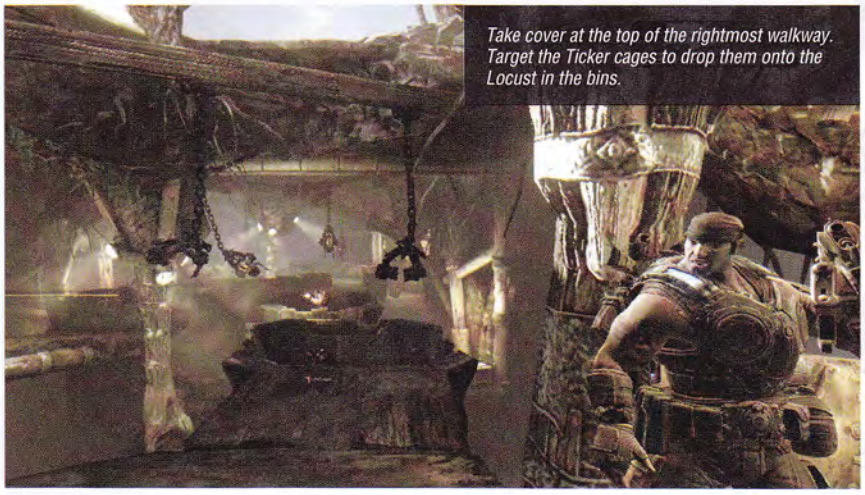
### RELEASE THE TICKERS!

*Make sure your co-op partners don't run ahead before you can open the Wild Tickers' cages. Though there's no guarantee you'll find anything useful, slain Wild Tickers often yield Frag Grenades or power weapons.*

OBJECTIVE

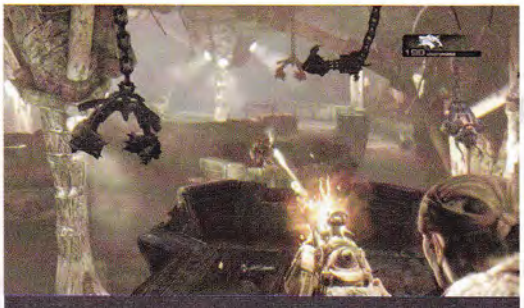
## C USE THE TICKERS TO YOUR ADVANTAGE

The path leads deeper into the Locust complex, to what can only be described as a Ticker assembly plant. Tickers dangling from overhead cages swing and move along overhead tracks as Locust hurry to outfit them with explosives. The COGs enter on one side of a seemingly bottomless room, connected to the other side by two walkways leading across the pit. Many Savage Drones and Therons are in this area. To clear the way, shoot the suspended cages to drop the Tickers down onto the Locust.



*Take cover at the top of the rightmost walkway. Target the Ticker cages to drop them onto the Locust in the bins.*

Maintain the higher ground and take cover near the right. Beware of Grenadiers tossing Incendiary Grenades from the lower landing, beyond the narrow bins. Take them out with a Frag Grenade or Hammerburst if you can't drop a Ticker on them. Stay high and don't advance until you defeat all of the visible enemies, creating a temporary shortage in the Ticker supply.

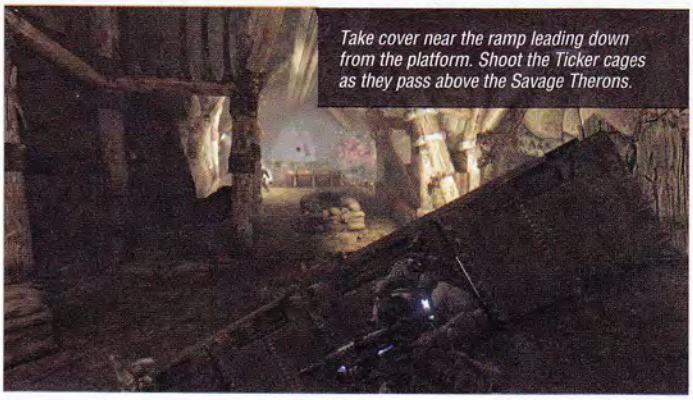


*Use the Gorgon Pistol to take out the Savage Drones. Then advance past the bins to the platform near the lights.*

## TICKERS ON TRACK

*The Ticker supply is never-ending, but the overhead tracks from which they dangle zigzag through the area. You can clear out a section of track, allowing you to pass under it without fear of a Ticker falling on you. The Tickers enter the area from the far right. Take a moment to shoot a series of Tickers out of their cages before you advance across the walkway. More eventually come—and you'd be wise to wait for them once past the bins—but this approach allows enough time for you to sneak by without the risk of them dropping on you.*

Advance to where the Grenadiers were, near the stairs leading down to solid ground on the left. Savage Therons and Drones lie in wait beyond the two aisles leading uphill. Wait for the Ticker conveyance system to deliver more caged explosives, and shoot them open as they move above the Savage Therons.



*Take cover near the ramp leading down from the platform. Shoot the Ticker cages as they pass above the Savage Therons.*

Hang back and wait for your squad mates to charge in from the left. Lend support fire from the upper level, and then descend to join them. Advance up the path, making sure you collect all available ammo before you exit the area.

### OBJECTIVE D
## DEFEAT THE CORPSER

A juvenile Corpser attacks in the room beyond the caged Ticker area. Use your Hammerburst or Gnasher to blast its head whenever it rises above ground. Then side-roll to avoid its front leg attacks. Its legs are armor-plated, so wait for it to spread its legs and rear up before you open fire. Employ the same tactics you used against the Corpser you met shortly after you arrived at the Seran Deadlands.

## TWO MINI CORPSERS

*If there are three or more players, there will be two juvenile Corpsers instead of just one.*



*Try to shoot around the Corpser's armor-plated legs to land hits on its head.*

## RISE, YE CORPSER!

**Heavy explosions from the Digger Launcher and Frag Grenades force the Corpser to rise immediately out of the ground and rear up onto its tail. The Corpser darts back and forth underground with one leg extended for jabbing attacks. It eventually rises on its own, but this is a great way to force its early exit.**

Multiple Savage Grenadiers and a Savage Butcher appear after the Corpser. Use the Sawed-Off Shotgun or Hammerburst, along with flanking maneuvers, and load up on power weapon ammo. It's very important to collect your assault rifle of choice before you continue up the ladders to the next area. There are multiple Frag Grenade pickups and an abundance of ammo to grab before the ladder—don't waste this opportunity to load up.

### OBJECTIVE E
## KILL THE HATCHLINGS

Delta is in a massive nest of Corpser eggs. First, one hatches, and then another, and another. When the eggs begin to hatch, quickly move straight across the cavern to collect the Boomshot.



*Ignore the first hatchling, and hurry directly across the chasm toward the far gate to find the Boomshot.*

Switch to your assault rifle and pop each of the hatchlings with a burst of fire as it attacks. Don't waste your power weapon ammo on them, as they die very easily. The same can't be said for their mama…

# BOSS BATTLE

OBJECTIVE

## F ESCAPE THE MOTHER'S LAIR

### CORPSER MOTHER

The gargantuan Corpser Mother towers from floor to ceiling. If she gets the chance, she'll bring the roof down on the Gears. The squad has no choice but to kill her before they get trampled and fed to her hungry brood.

You must destroy the Corpser Mother's four eyes. It takes multiple hits to rupture a single eye, and each rupture acts as a critical hit that initiates a shift in the action. Wait for its legs to spread—it usually raises them one by one to pound the ground and shake rocks from the roof. Stand back and use your assault rifle of choice. Given the target's size and distance, the Hammerburst and Lancer are best, but the Retro Lancer can also do the job.



*Stand back to avoid the Corpser Mother's leg jabs. Then shoot one of its four eyes.*



*Try to target the same eye until it pops. This sends the Corpser Mother into a rampage.*

The Corpser Mother goes into a writhing rampage each time it loses an eye. It streaks across the cavern in an attempt to trample the Gears. She then summons two juvenile Corpsers to attack. Switch to the Boomshot you picked up earlier and blast the lesser Corpsers. On Hardcore difficulty and below, a single Boomshot rocket or Frag Grenade can defeat one of these juvenile Corpsers. Corpser Hatchlings continue to attack throughout the battle, but they are easy to defeat with your assault rifle—don't waste explosives on them!



*Dodge the attacks of the lesser Corpsers. Then switch to the Boomshot and take it out with a single rocket!*

The Corpser Mother resumes her standard attacks as soon as you defeat the two regular Corpsers. Pop another eye while you dodge attacks from the Corpser Mother and stray Hatchlings. This sends her on another rampage during which she again calls on two lesser Corpsers to attack in her stead. Use the remaining Boomshot ammo or two more Frag Grenades on the Corpsers that attack.



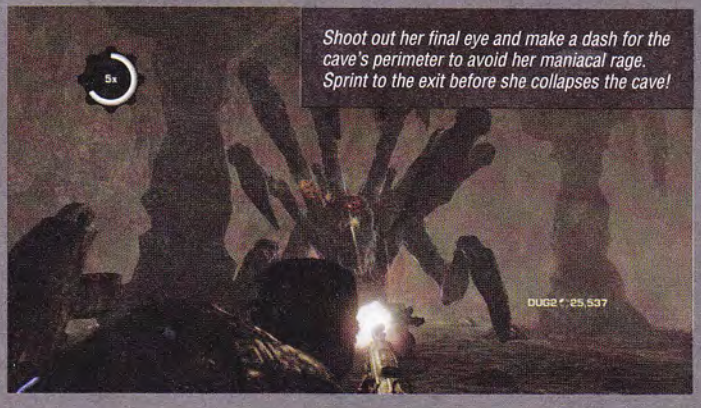
Mama Corpser gets a bit more intense now, and she can be harder to attack. Dodge its charges and leg strikes, and continue to pepper its eyes with bullets. She provides less of a target than in earlier phases of the battle. The Corpser Mother jabs a quick series of strikes outward with one leg at a time. Stand back and look for an opening to target her remaining eyes.

Once you pop the third eye, three juvenile Corpsers attack. Use any heavy firepower you have left to gun them down. Fortunately, they often go for your squad mates, allowing you to pummel them with flanking fire.



*It's often possible to sneak in a few shots between her curled-up legs.*

The Mama Corpser goes crazy once you reduce her to a single eye. Pop the last eye to send it into a blind rage. It speeds through the area, rattling the roof and trying to trample all of Delta Squad. If everyone gets downed, it's game over, but only player-controlled characters need to escape. You have 25 seconds to reach the gate on the cavern's far side! Sprint for the exit to continue pursuing the Gas Barge.



*Shoot out her final eye and make a dash for the cave's perimeter to avoid her maniacal rage. Sprint to the exit before she collapses the cave!*

CHAPTER 05

# HIJACK

*Delta Squad survived the run-in with the Corpser Mother and reached the Gas Barge landing tower, but they're not home free yet! Their sought-after Gas Barge is nearby, but it's not alone. Nor is the landing tower unguarded. Marcus must lead his squad through the tower's fortified base and lure one of the Gas Barges in close to commandeer it. It won't be easy.*

## OBJECTIVES

- A GET TO THE GAS BARGE LANDING TOWER.
- B ASCEND THE GAS BARGE LANDING TOWER.
- C DEFEND AGAINST ATTACKING GAS BARGE.

## COLLECTIBLES



7 QUEEN'S SYMBOL

## HOSTILES ENCOUNTERED



SPECIES: LOCUST
ENEMY TYPE: SHRIEKER



SPECIES: LOCUST
ENEMY TYPE: SAVAGE GRENADIER



SPECIES: LOCUST
ENEMY TYPE: SAVAGE BOOMER



SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD



# GAS BARGE TOWER

OBJECTIVE

## A GET TO THE GAS BARGE LANDING TOWER

Delta Squad exits the lift leading out of the Corpser Mother's den and immediately takes fire from floating Locusts known as Shriekers. Although they have low HP and are relatively easy to kill, don't take Shriekers lightly. Their twin machineguns (modified Gorgon Pistols) can cut a COG to shreds in no time flat. Take cover, swap out the Retro Lancer for the Hammerburst if necessary, and pop those Shriekers!

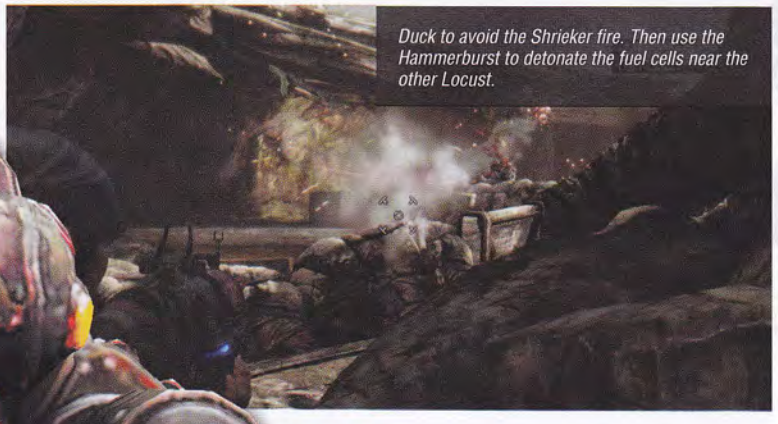
### DEATH FROM ABOVE

**Shriekers go into a death spiral once they're drained of HP. They automatically target any living enemy/COG below them for an explosive exodus. Try to target Shriekers floating above other Locust to exploit this destructive tendency.**

### EVASIVE MANEUVERS

*The Shriekers' evasive maneuvers can make targeting them very difficult. Fortunately, they tend to settle into a static position between getting shot. Wait for them to pause in place, and then open fire. They can perform their evasive movement only once every two seconds, so act fast!*

Take cover from the Shriekers as soon as you step off the lift and pick up the Hammerburst lying on the ground. Eliminate the Shriekers and then target the fuel containers near the Drones and Grenadiers in the distance. Cover swap to the right and drop your spent power weapon in favor of the Longshot. Snipe the Grenadiers down below.

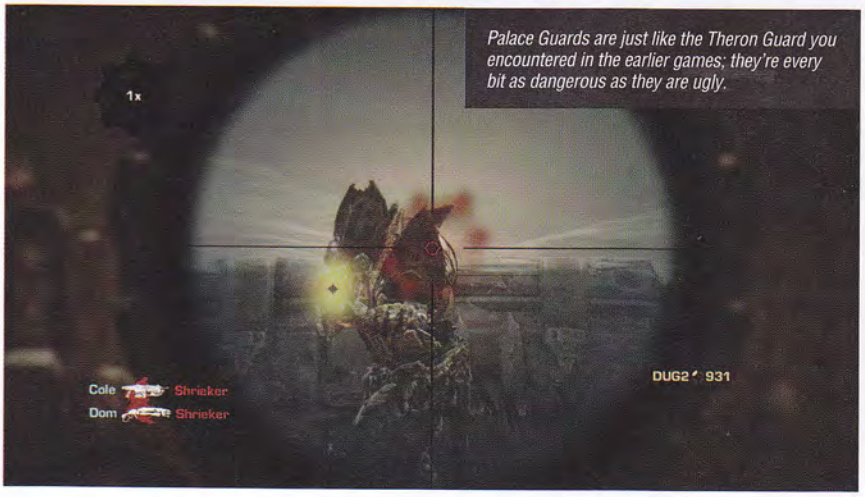


*Duck to avoid the Shrieker fire. Then use the Hammerburst to detonate the fuel cells near the other Locust.*



*The lookout platform on the right offers a clear view of the lower landing to which the Palace Guards rappel.*

Palace Guards rappel down from the Gas Barge in the distance. Advance along the path on the right to reach the Incendiary Grenades at the lookout tower. Don't pick up the Incendiary Grenades just yet, as you should still have one or two Frag Grenades from earlier. Take a moment to snipe the Palace Guards with the Longshot—be careful to keep your head down, as they have Torque Bows. Look for opportunities to target other fuel cells for explosive kills.




*Palace Guards are just like the Theron Guard you encountered in the earlier games; they're every bit as dangerous as they are ugly.*

Once you slay the Palace Guards, the gate to the left opens and reinforcements arrive. Hang back and wait for the incoming Grenadiers and Boomer to appear. Snipe those you can, and then toss a Frag Grenade at the others. Loop around to the corpse pile and swap your spent Longshot for the Torque Bow. Gather any additional Torque Bow ammo.

### SAVE INCENDIARY GRENADES

**The Incendiary Grenades in this area come in handy later on. Try your best to hold onto them until you're atop the tower.**

Proceed through the gated area to the left, toward the turret in the distance. Use the Torque Bow to take out the turret's gunner, along with any Locust that try to replace it. Allow the rest of Delta Squad to draw some fire and fend off the nearby Shriekers while you duck into the gated alcove to the right. Kick open the gate and grab the Boomshot and collectible.



*You don't need to hit the gunner directly with the Torque Bow. Sticking an arrow into the turret gets the job done!*

## 7 QUEEN'S SYMBOL

**Immediately turn to the right when you pass through the gate where the Boomer was (leading toward the turret). Kick open the gate to a small armory that contains ammo and a Boomshot. It also includes a collectible Queen's Symbol lying on the ground.**



COLLECTIBLES

Let the squad charge forward, toward the turret, while you proceed through the tunnel on the left. Gather any ammo you find, and keep the Torque Bow on hand. Continue up onto the ramp overlooking the turret. Either toss down a grenade or use the Torque Bow to take out the Palace Guards near the turret. Continue through the gate to the lift.



*The walkway overlooking the turret area offers excellent cover from the Palace Guards.*

OBJECTIVE

## B ASCEND THE GAS BARGE LANDING TOWER

Ride the lift up to the top of the tower. There's no sense in firing on the Gas Barge, as doing so only wastes ammo. Just keep your head down and conserve ammunition.

OBJECTIVE

## C DEFEND AGAINST THE ATTACKING GAS BARGE

The Gas Barge hasn't docked yet, but it will. First it circles and fires its mortar bombs at the squad while it slowly descends toward the tower. Take cover on the side of the landing tower opposite the Gas Barge to avoid the bombs. Ready the Torque Bow and stay behind cover on the tower's far side as it slowly flies a counter-clockwise circle around the tower.

Palace Guards rappel down onto the tower in pairs. Fire on them with the Torque Bow as soon as they release from their ropes. Make sure they're dead, and then sprint to their location and take cover. It's important to kill them quickly and move to their location so that the next pair of Palace Guards descends across the tower, where you just were.



*Stay in cover opposite the Gas Barge, and ready the Torque Bow for the moment the Palace Guards drop from their ropes.*

### DIFFICULTY NOTES

*Your difficulty setting determines the number of times the Gas Barge circles and the number of foes that drop from it. It makes one pass on Casual and increases by one for each subsequent difficulty level. The number of enemies on the Barge when it stops also varies by difficulty as follows: 2/3/5/5. Finally, the foes also carry different weaponry by difficulty: Casual/Normal = Lancer; Hardcore = Retro Lancer; Insane = Torque Bow.*



*Providing your aim is true, you can often take out both Palace Guards with a single Torque Bow explosion.*

The Gas Barge continues around the tower and soon drops another pair of Palace Guards. This continues until a total of four Palace Guard pairs are deployed. Available cover eventually deteriorates and the Gas Barge attacks with greater frequency. Continue using the Torque Bow until it's out of ammo, and then immediately swap it for one of the Gnashers that the Palace Guards drop—many of the Palace Guards wield Lancers and Gnashers.

The Gas Barge eventually docks, and an army of eight Palace Guards pours out of the ship onto the deck. As they exit the barge, throw your Incendiary Grenades from earlier. Keep moving and use the Gnasher to finish off the remaining enemies. Be careful of incoming grenades, and watch for flanking Palace Guards, as they're not above chainsawing you!



*This is why we recommend holding onto the Incendiary Grenades you found earlier!*

CHAPTER 06

# AIRBORNE

*Marcus finally has his Gas Barge and, thanks to Baird's quick thinking back at the crash site, they even have a navigation system to use. They've left the Seran Deadlands, but the route to Anvil Gate requires a lengthy flight across the Anvegad Plains. The Locust don't seem to realize that one of their aircraft has been commandeered, but that's all about to change.*

## OBJECTIVES

- A DESTROY THE GAS BARGES ATTACKING DIZZY.
- B RESCUE DIZZY.
- C COLLECT GUNS AND AMMO.
- D DEFEND THE DEPOT FROM ATTACKING LOCUST.
- E REBOARD THE GAS BARGE.

## COLLECTIBLES



8 MANIFEST



9 COG TAG

## HOSTILES ENCOUNTERED



SPECIES: LOCUST
ENEMY TYPE: SAVAGE GRENADIER



SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD



SPECIES: LOCUST
ENEMY TYPE: REAVER



# TRADING DEPOT

OBJECTIVE

## A DESTROY THE GAS BARGES ATTACKING DIZZY

The flight across the Anvegad Plains is uneventful up until Marcus overhears an SOS from Dizzy. He's at a trading depot that's under attack and needs assistance. Fortunately, the two Gas Barges attacking him are loaded with ammo and present rather easy targets.

You can use the mounted cannons to blast the Gas Barge out of the air, but it's easier to use the Hammerburst or Lancer. Nothing shoots at you, so line up your sights and fire a few rounds into the stack of red ammo crates on each of the Gas Barges. The resulting explosions take them down.



*The last thing a couple of Locust Gas Barges expect is to be attacked by one of their own!*



*The enemy Gas Barges are too focused on the trading depot to realize they have company. Detonate the stacks of ammo crates to knock them out of the air!*

OBJECTIVE

## B RESCUE DIZZY

Dizzy is under extreme pressure from an army of Palace Guards. Baird sets down the Gas Barge just in time to join the fight. Quickly turn around and head down the alley to get additional ammo. Then rush forward to the bulldozer on the left, and open fire with your assault rifle.



*Use the rusted-out car in the center for cover, and keep steady fire on the Reaver.*

Palace Guards are in the windows straight ahead and behind the stone blocks in the back-right corner. Take them out first, and watch for one to climb the ladders on the left—this connects to the room with the window. Try to shoot him before he gets to the top of the ladder.



*The Locust in the back-right corner present the primary threat when you first arrive.*

A Reaver soon lands atop the roof straight ahead. Roll to cover in the middle, behind the car, and open fire on it with your assault rifle or Boltok Pistol.

### REAVER ON A HOT TIN ROOF

*Taking cover near the bulldozer is but one approach to this skirmish. Another option is to flank around the cars to the right, to the building's side entrance. Climb the stairs to the room directly below where the Reaver ultimately lands. You can shoot through a hole in the ceiling to hit the Reaver's pink and tender weak point. This is a particularly useful tactic when you play cooperatively, as one player can stay outside to draw the Reaver's attention.*

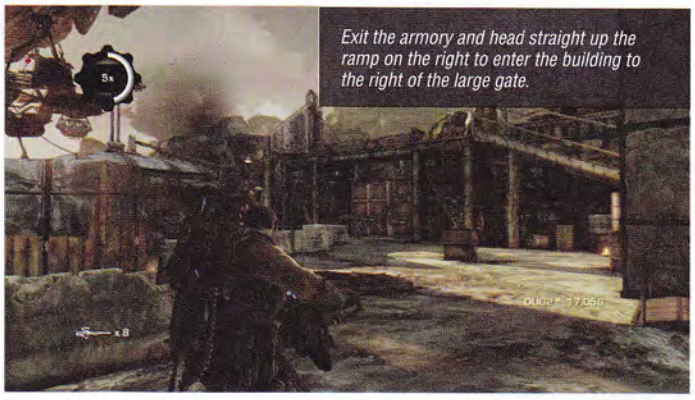
Finish off the remaining Locust and join Dizzy. He confirms that Hoffman and he were heading to Anvil Gate and that Hoffman does have the disc in question. Now it's just a matter of catching up with him before the Locust do.

OBJECTIVE

## C COLLECT GUNS AND AMMO

This being a trading depot, it should come as no surprise that Dizzy has access to a massive armory. Top off your assault rifle ammo supply and give careful consideration to your power weapon of choice. It might be tempting to take the Torque Bow or Boomshot, but it's wiser to pick up the Hammer of Dawn in the back-left corner.

An impending attack features five Reavers, and the Hammer of Dawn makes very quick work of them. Load up on ammo and Frag Grenades, and pick up the OneShot on your way out. As with the Mulcher and Mortar, you can carry the OneShot in addition to your other weapons, though maneuvering with it is slow. Hold onto the Frag Grenades for later.



*Exit the armory and head straight up the ramp on the right to enter the building to the right of the large gate.*

OBJECTIVE

## D DEFEND THE DEPOT FROM THE ATTACKING LOCUST

Climb the stairs opposite the armory to the room where the Palace Guards were. Take cover near the windows looking out onto the road. A Reaver quickly lands and attacks with Boomshot-like projectiles. Conserve the Hammer of Dawn by killing it with the OneShot. Continue using the OneShot from the window to kill the first two Reavers and any Palace Guards for whom you can spare ammo. Switch to the Hammer of Dawn if you're out of OneShot ammo, or if a teammate is using it elsewhere.



*Fire the OneShot through the fuel truck to detonate it as Palace Guards pass.*



*On Hardcore difficulty, the Hammer of Dawn can kill a lone Reaver with its initial strike.*



**ARCADE TIPS**

**It's best to use the OneShot here, as it racks up points very quickly and doesn't require a target-acquisition period like the Hammer of Dawn does. The OneShot also comes with enough ammo to take out all Reavers and even a couple of Palace Guards. Avoid blowing up the large fuel truck with the OneShot when you aim at the Reavers in the street—save it for when the Locust smash through the rear gate, and then detonate it in their faces!**

**CO-OP TACTIC**

**By sharing the power weapons and duties, a team of coordinated players can make quick work of the Locust on the street outside the depot. Have one player take the OneShot down toward the open gate; stay within the depot and blast away at any Locust that try to enter the yard. Meanwhile, the player in the upstairs window can use the Hammer of Dawn to eviscerate foes further from the gate, primarily the Reavers. The player on the ground must be careful not to be overrun—clamber up the ladder to safety if the Locust breach the depot.**

The third and fourth Reavers attack simultaneously in the street, just outside the depot. This is a great time to use the Hammer of Dawn. Fix the targeting system on one, kill it with the initial strike, and continue holding the trigger to sweep it along the street to the other Reaver. The initial Hammer strike consumes more energy than simply holding the trigger and moving the beam.

Multiple Grenadiers and Palace Guards attack immediately after you kill the Reavers. First, focus your attention on the Palace Guards with the Torque Bows, both down below and up above. Then help the squad finish off any enemies still standing.



*Maintain your position in the window for cover, and pick off the remaining Locust with the Hammerburst.*

## 8 MANIFEST



Descend the ladder from the upper walkway. Go through the gate, out into the street where the Reavers were landing. Make your way to the left end of the street, toward the crashed truck near the fire. The Manifest is on the street near the front of the truck.



COLLECTIBLES

## 9 COG TAG



Ascend the stairs across the street to the upper landing, where the Palace Guards staged their attack. Walk behind the orange container to the right and up to the room straight ahead. Note the Crimson Omen on the wall. The COG Tag is on the floor just inside the room to the right of the Crimson Omen.



COLLECTI

OBJECTIVE

## E REBOARD THE GAS BARGE

Baird and the others wait for you back down the alley, where you first joined the fight to save Dizzy. Take a moment to stock up on ammo in the armory before you join them. Consider taking either the Boomshot or the Torque Bow, along with a full supply of rifle ammo.

*"You...you can't drive this. You admire the view and hope the nav program works."*

CHAPTER 07

# TOUCHDOWN



*The Locust army is well aware that Marcus and company have hijacked one of their Gas Barges, and they have a pretty good idea where they're headed. The Gears must defend their Gas Barge from an entire squadron of Locust Gas Barges and Reavers. And that's just the beginning...*

**OBJECTIVES**

- **A** ELIMINATE INCOMING GAS BARGES.
- **B** SURVIVE THE TEMPEST ATTACK.

**HOSTILES ENCOUNTERED**



SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD



SPECIES: LOCUST
ENEMY TYPE: REAVER

## EN ROUTE TO ANVIL GATE

### OBJECTIVE

### A ELIMINATE INCOMING GAS BARGES

Nav system or not, the COGs don't get far before enemy Gas Barges and Reavers attack from all sides. Focus on the Gas Barges first before you turn your attention to the Reavers...that is, unless you happen to get a clean shot on a Reaver.

*The Reavers you encounter during this flying sequence are not run of the mill. They are special to this battle and feature much fewer HP than standard Reavers, making them much easier to kill.*



**LOW HEALTH REAVERS**

The cannons mounted on the Gas Barge fire Boomshot rockets. You can use them to take out the incoming Gas Barges. You needn't hit ammo crates to knock the Gas Barges out of the sky when you use the mounted cannons—go ahead and aim for the blimp-like sac keeping the barge aloft.



*If you use the cannon, aim for the broad side of the Gas Barge's blimp-like organism.*

## LEAD YOUR TARGET

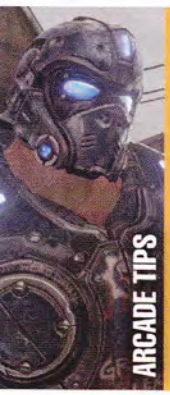
**The cannons mounted to the Gas Barges' sides don't fire with as much velocity as a rifle. Be sure to lead the target in the direction the enemy Gas Barge is flying to increase your chances of a direct hit.**

Some players prefer moving with their handheld weapons over being locked to a fixed position. That works too. Just use the Torque Bow or assault rifle. Train your sights on the ammo crates aboard each Gas Barge. If you use the Torque Bow, be sure to charge the shot to ensure the bolt sticks into the crates and detonates the ship.

You must bring down four Gas Barges, and the final one is crawling with Palace Guards that fire cannons at you. It's very difficult to get a clean shot. Be ready with a Torque Bow bolt or your Lancer, and fire at the ammo crates the first chance you get.



*Don't wait for the Gas Barge to get too close—open fire on the ammo crates as soon as you can.*



**ARCADE TIPS**

**When you're playing for score, it's far better to use the Torque Bow or Lancer instead of the cannons. It's easier to get in shots on the swift-flying Reavers when you use handheld weapons. They're easy to kill, and you're likely to at least get assist points as squad mates fire on them. Furthermore, detonating the ammo crates with handheld weapons earns many more points than simply destroying the Gas Barge. Ammo crate explosions kill multiple Palace Guards on board in addition to the Gas Barge itself. This earns you a lot of points!**

For the final Barge, take cover at the ship's opposite end and fire at your target from afar. Don't get close to it, or you'll certainly get cut down and risk the rest of the team getting killed.

Unless the enemy Barge is directly adjacent to your Barge, Frag Grenades probably won't reach the enemy deck. Early in this encounter, move around the perimeter to follow the Gas Barges (and Reavers) as they circle the ship. Maintain cover behind the ship's rail during the final Gas Barge attack.



*Wait for the enemy barge to get good and close. Then blind toss a Frag Grenade at its ammo crates.*

OBJECTIVE

## B SURVIVE THE TEMPEST ATTACK

Queen Myrrah is back, and she's mad as hell. Riding a massive Locust insect known as the Tempest, she strafes back and forth, using a powerful beam to set the Gas Barge on fire.

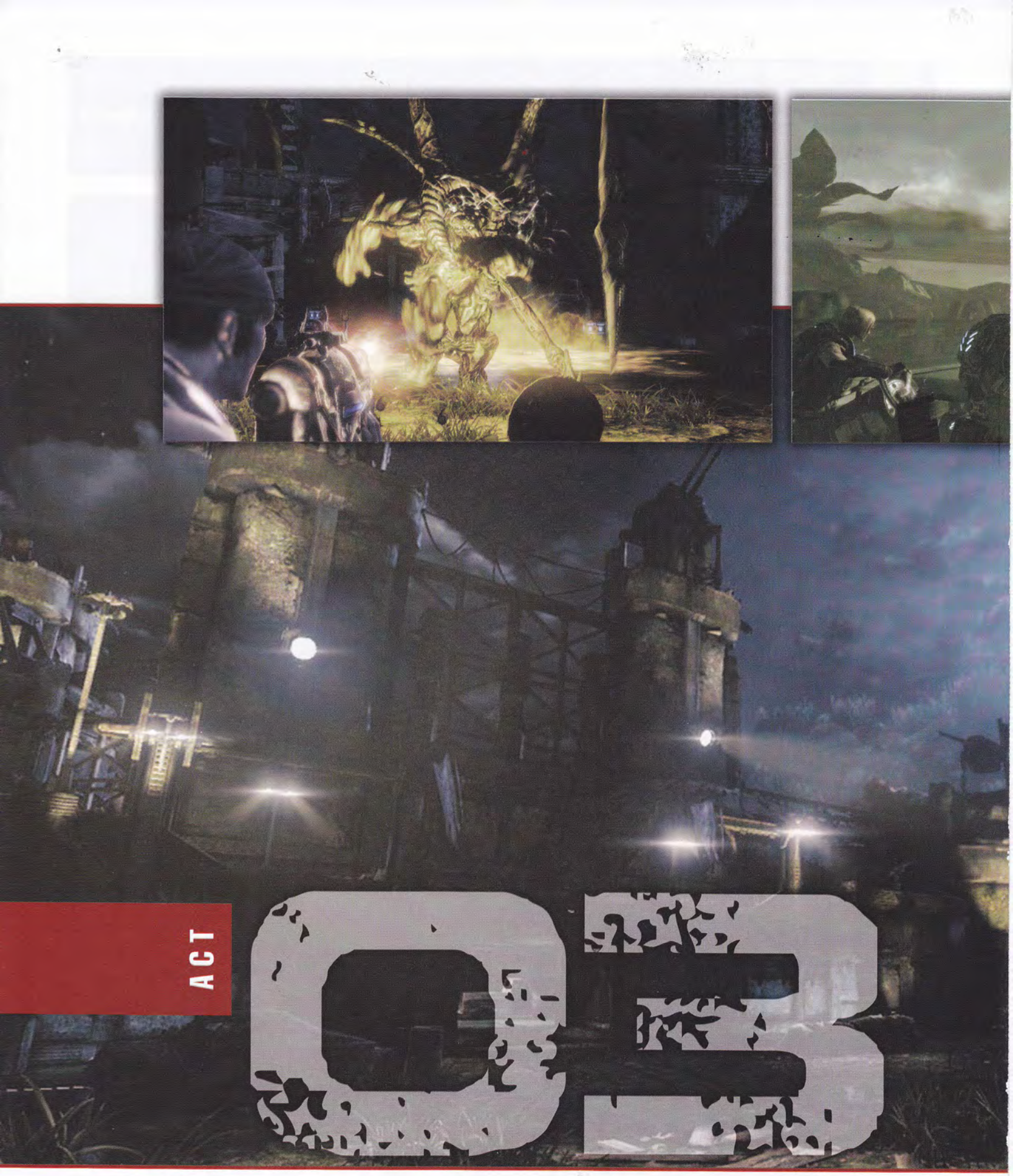


*Take cover on the side of the Gas Barge nearest the Tempest, otherwise you'll surely burn in its beam.*

Don't waste any ammo on her! Just take cover behind the rail on whichever side of the ship she's on to avoid her powerful beam. She isn't focused on attacking individual squad members; she's trying to knock the ship out of the air, which she does quite effectively.

The crew crash lands a ways from the entrance to Anvil Gate. Hoffman and crew arrive on the scene expecting to put a few Locust out of their misery, only to find the members of Delta Squad.





ACT

03







CHAPTER 01

ANVIL GATE, FORMER COG FORTRESS  20:35 HOURS

# UNBREAKABLE

## OBJECTIVES

- A DEFEND THE FRONT GATE.
- B DEFEND THE SECOND GATE.
- C DEFEND THE INNER COURTYARD.
- D SHOOT THE "LAST RESORT" FUEL TANK.

## COLLECTIBLES

1  ANVIL GATE PLAQUE

2  WATERCOLOR PAINTING

3  SAM'S FATHER'S MEDALS

## HOSTILES ENCOUNTERED


SPECIES: LOCUST
ENEMY TYPE: SAVAGE GRENADIER


SPECIES: LOCUST
ENEMY TYPE: BOOMER

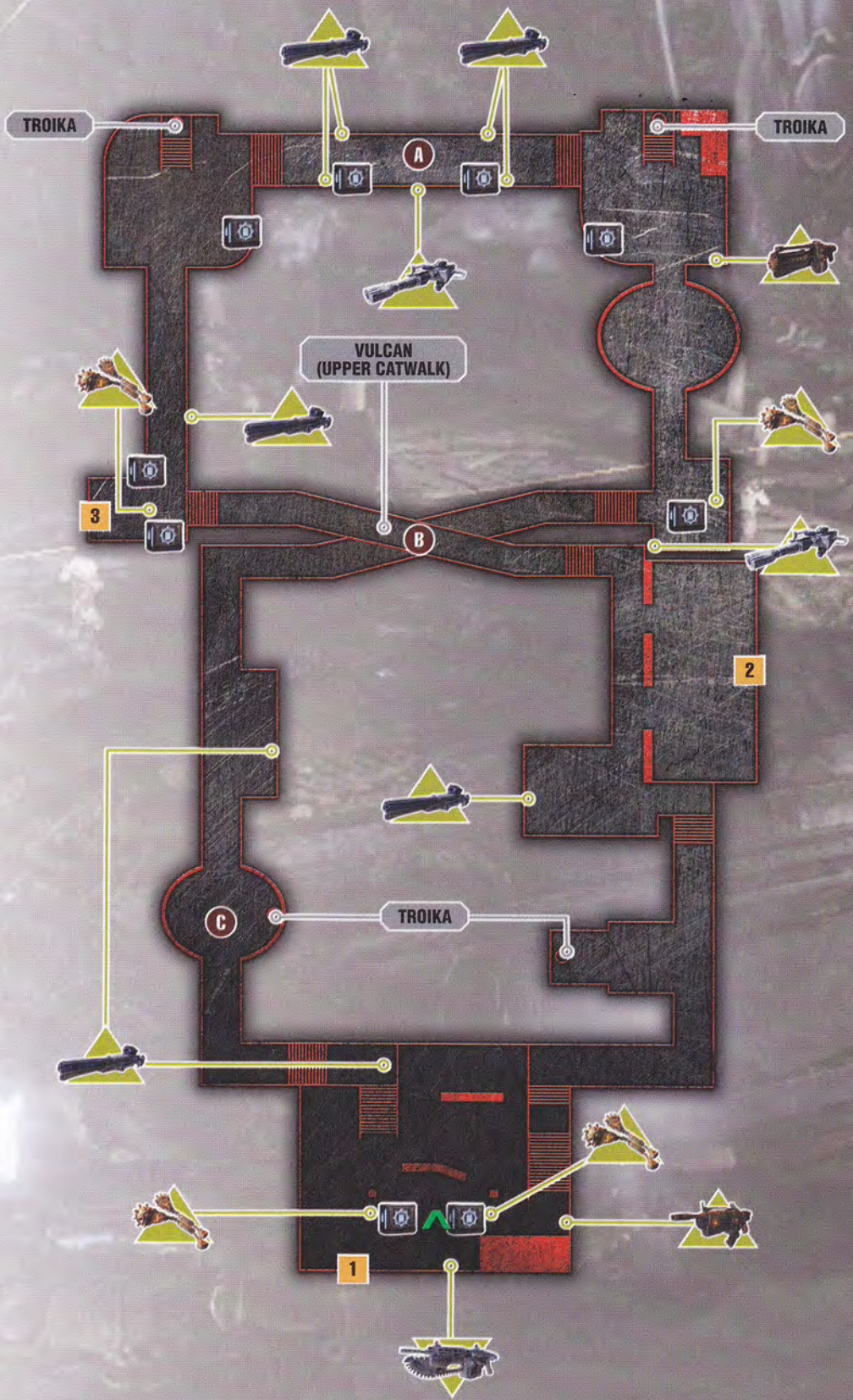

SPECIES: LOCUST
ENEMY TYPE: REAVER


SPECIES: LOCUST
ENEMY TYPE: MAULER


SPECIES: LOCUST
ENEMY TYPE: GRINDER


SPECIES: LOCUST
ENEMY TYPE: BLOODMOUNT


SPECIES: LOCUST
ENEMY TYPE: BEAST RIDER



*A crash landing wasn't what the squad had in mind when they lifted off aboard a Gas Barge, but they managed to reach Anvil Gate in one piece. There's no time to use Prescott's encryption key, as the Locust are mounting an all-out offensive on the fort. Anvil Gate earned its reputation as an impenetrable fortress during the Pendulum Wars, but that was against humans, and it was before the fort became little more than just another Stranded outpost. The Locust pose a much bigger threat than these walls have seen in past conflicts. It's up to Marcus and the rest of Delta Squad to see Anvil Gate through the night.*

# ANVIL GATE FORTRESS

**OBJECTIVE**

## A DEFEND THE FRONT GATE

A heavily-armed Locust column is fast approaching for what will go down as one of the largest battles between COG and Locust since E-Day. Anvil Gate has an outer gate and two interior gates separated by multiple courtyards. It's possible to hold off the assault at the second gate and keep the Locust from breaching the interior courtyard. However, you can still achieve victory even if the Locust break all the way through to the garage, as long as you keep the Boomers from slipping through the door. But more about this later...

Hoffman and the others immediately rush to the front gate, but you have time to gather supplies and to locate the collectibles scattered throughout Anvil Gate. In fact, the battle at the front of the fortress doesn't truly begin until Marcus arrives, so take all the time you need to study the fort's layout and to find the collectibles.

### LANCERS IN THE SPOTLIGHT

**This is an opportune time to switch to the Lancer if you've relied on the Hammerburst thus far. The Lancer's massive magazine size and fast firing rate (especially when Active Reloaded) help you mow down the seemingly endless column of Grenadiers and other Locust.**

### 1 ANVIL GATE PLAQUE




**The first of three collectibles is on the wall directly behind Marcus at the start of the chapter. It's the Anvil Gate Plaque to the right of the cabinet with the Lancers in it. It memorializes all those who came—and died—before you.**



COLLECTIBLES



*The right-hand stairs lead past two collectibles en route to the front gate.*

### 2 WATERCOLOR PAINTING





**Either set of stairs eventually leads you to the front gate, but only the right-hand stairs lead to the Stranded living area and the next collectible. Follow the path to the living quarters up the stairs on the right. Inspect the massive Watercolor Painting on the wall near the candle.**

COLLECTIBLES

The routes through Anvil Gate essentially form a figure eight of sorts, with the catwalks crossing over one another in the center courtyard. The upper path, accessed via the right-hand stairs in the garage, leads past the living quarters to a Vulcan high above the interior courtyard. The lower path, leading up the left-hand stairs, leads to a Boomshot and a OneShot. Leave each of these weapons in place for now, and advance along the right-hand path, past the Stranded living quarters, to the front gate.

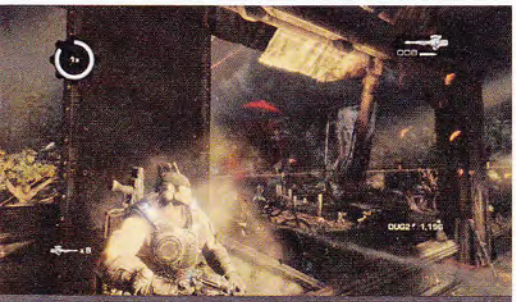
## 3 SAM'S FATHER'S MEDALS

**Continue along the upper right-hand walkway. Pass the Stranded living quarters, cross the catwalk where the Vulcan is, and proceed straight into the wooden structure where the flaming barrel and ammo crates are. Pick up the stack of medals and death certificate in the corner before you advance to the front gate.**



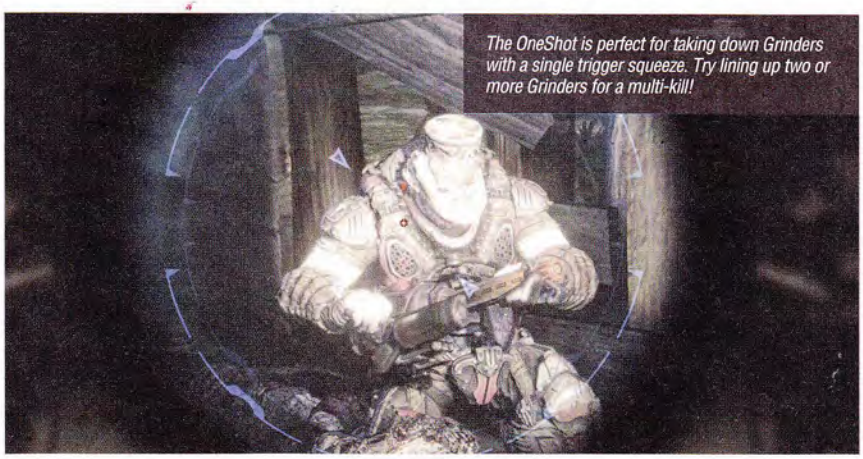
COLLECTIBLES

Immediately equip the OneShot above the center of the gate. Take cover or carry it toward the left-hand Troika (as viewed facing out from the fort). The rest of the squad is busy fending off a ceaseless wave of Savage Grenadiers, but they're not your concern unless you're playing Arcade mode. Wait for the Reavers to appear, take cover behind one of the vertical beams for protection, and use the OneShot to take them out.



*Wait for the Reavers to land before you try to target them with the OneShot. Stick close to tall cover for additional protection.*

Continue to use the OneShot on the Reavers. Then switch back to the Lancer to mow down some of the Grenadiers. Listen for the call that Grinders are on the way, and pick up the OneShot again. Use it against the Grinders and any remaining Grenadiers that appear. Look for opportunities to get two-for-one OneShot kills on the Grinders as they march across the bridge straight ahead.



*The OneShot is perfect for taking down Grinders with a single trigger squeeze. Try lining up two or more Grinders for a multi-kill!*



ARCADE TIPS



**At the start of the battle, before the Reavers come, build the scoring multiplier quickly by targeting Grenadiers with either of the Troikas. Use the OneShot to dispatch the Reavers. Revert to the Troika to mow down the Grenadiers before the Grinders arrive. The Siege Beast does not attack until you slay all of the Reavers, Grinders, and grappling-hook Grenadiers. For maximum points, do your best to extend this sequence as long as you can! Try to leave a Grinder standing while you dispatch the fodder that accompanies it.**

## GRAPPLERS!

**Keep your ears open for the sound of metal clanging against metal. This is the telltale sign that Savage Grenadiers are grappling up to your position. Look for the grapple, and chainsaw or shotgun-blast the Locust as soon as they reach the top.**

*Retreat around the fort's right-hand side, relative to your position looking out toward the Locust invasion. Gather the Frags, Boomshot, and OneShot.*



Continue defending the fort until the Siege Beast arrives. Don't bother fighting it, as it will destroy the front gate, forcing you and the rest of Delta Squad to retreat to the second gate. However, the explosion from the Siege Beast's fiery cannonball does rip a hole in the walkway above the gate.

*You have an important choice to make. The Siege Beast rips a hole in the front gate and potentially severs you from your team, at least temporarily. If you want to try the Vulcan, stay on the fort's left-hand side. Otherwise, run to the right, gather the Boomshot and the OneShot, and proceed along the lower catwalk above the second gate. We recommend taking the lower path and skipping the Vulcan unless you're playing with a human partner. Either way, you'd better act fast. Remember that you can't crouch behind cover with the Vulcan. You're also at the mercy of whoever is carrying the Vulcan Ammo Box for mobility.*

## CHOOSE YOUR RETREAT

OBJECTIVE

# B DEFEND THE SECOND GATE

### CO-OP TACTIC

**To avoid last-second indecision, decide which path each team member will take before the Siege Beast arrives. Unless you have a full complement of four players, we recommend sticking together and having the entire team fall back along the right-hand side, toward the OneShot and Boomshot. If you have four players, split into pairs of two and have the second pair fall back along the upper route to secure the Vulcan. The upper team should be responsible for dropping the suspended propane tanks behind the Maulers. The team on the lower route should trigger the explosive in the front seats of the cars.**



Carry the OneShot onto the catwalk but hold off using it for now. Instead, use the Lancer against the Grenadiers that first slip through the breach. Detonate the cars for a quick multi-kill when the Grenadiers and Bloodmounts pass near them. The Grenadiers enter first, along with several Bloodmounts and Beast Riders, but the Maulers and Grinders are your biggest concern.

### BOOBY-TRAPPED VEHICLES

*The cars in this courtyard are packed with explosives in their front seats. You can blow up a car the old-fashioned way by firing on it until it ignites and then explodes. Another option is to fire a single bullet through the window at the explosives to detonate a massive explosion immediately. Try to detonate the vehicles as the Bloodmounts approach.*

Listen for someone to shout that Maulers are approaching, and pick up the OneShot. They'll likely enter the area in a column, and an Active-Reloaded OneShot can pierce most of them with a single shot. Use the initial shot on the first Boomer. Then Active Reload and go for the others. It's best to be in the center of the catwalk to line up this special shot.

### BOMBING THE MAULERS

**This area features a pallet with a number of propane tanks on it suspended high above the ground. After the Maulers pass underneath it, shoot the pallet to drop the makeshift bombs behind them. This prevents their Boomshields from soaking up most of the damage.**



*Hold off using the OneShot until the Grinders and Maulers arrive on the scene.*



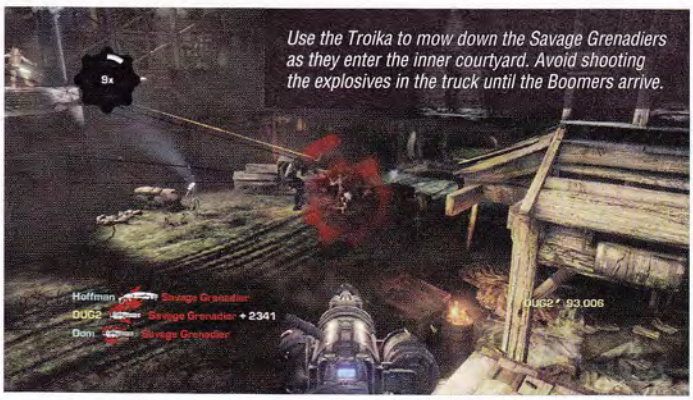
## VICTORY ACHIEVED! IF YOU CHOOSE...

*You can squelch the entire invasion right here and now by killing all the Maulers and Grinders that attack in this part of the fort. Based on your difficulty setting, several waves of Maulers and Grinders assault the second gate—kill them all to defend the fort without having to fall back to the third gate. Note that those playing on Arcade mode should not stop the battle here, as they can earn a lot more points by allowing the invasion to breach this area. Go ahead and kill the Maulers, but let one of them break down the gate before you do.*

OBJECTIVE

## C DEFEND THE INNER COURTYARD

Fall back along the side wall. Reach the Troika in either corner above the third gate leading to the garage. This is where the COG make their last stand, as the third gate is all that stands between the Locust and full dominion over Anvil Gate. The initial Locust wave consists of grappling Savage Grenadiers and Maulers. Hold them off with the Troika and Lancer fire, but save any Boomshot ammo you have for the Boomers that arrive next.

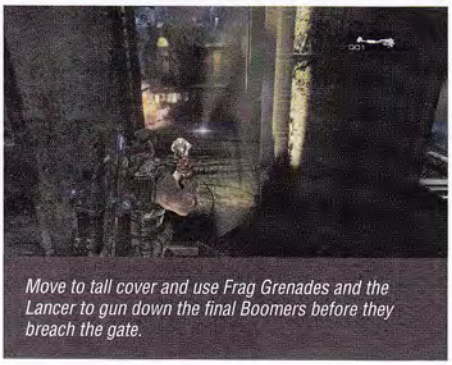


*Use the Troika to mow down the Savage Grenadiers as they enter the inner courtyard. Avoid shooting the explosives in the truck until the Boomers arrive.*

You have roughly thirty seconds to kill all 15 Boomers that march into the inner courtyard. After thirty seconds, any Boomers left standing blow open the garage door, creating an avenue for the Grenadiers to rush in. Once they're inside the garage, the Grenadiers fan out and backtrack up the stairs, attempting to flank you from behind. Kill all the Boomers to achieve victory.

Beware that the Boomers aren't so focused on the garage door that they refrain from attacking you up above. They don't hesitate to fire their Boomshots at the Troikas. Given the Boomshot's splash damage, this almost certainly downs you on all but the easiest difficulty setting. If you want to avoid being downed constantly, it's best to stay off the Troika once the Boomers arrive.

Employ hit-and-run tactics from the balcony instead. Use your Boomshot, then pepper them with Lancer fire, and then back away as soon as they turn in your direction. This is particularly important if you're not on the same side of the fort as your squadmates.

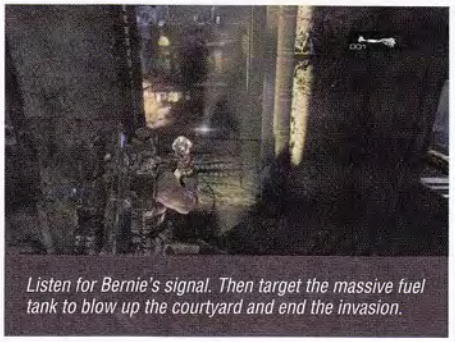


*Move to tall cover and use Frag Grenades and the Lancer to gun down the final Boomers before they breach the gate.*

OBJECTIVE

## D SHOOT THE "LAST RESORT" FUEL TANK

All is not lost if the Boomers manage to rupture the final gate, but only because of Bernie's quick thinking. She knows that Anvil Gate will fall if she doesn't enact the plan of last resort. Watch for her to climb up above the second gate and push the reserve fuel tank down onto the ground, just inside the courtyard.



*Listen for Bernie's signal. Then target the massive fuel tank to blow up the courtyard and end the invasion.*

Detonating this tank and collapsing the second gate down atop the courtyard is the only option for ending the Locust assault. Open fire on the fuel tank to detonate it and end the invasion once and for all.

CHAPTER 02

# RESCUE

*There's no time to see if the key from Prescott works. Anya and Sam got caught outside Anvil Gate during the Locust invasion, and they're pinned down. There aren't many Locust left outside the fort, but the squad can't take any chances botching the rescue. Marcus and Dom split up to lead smaller teams to coordinate the rescue. Two stay on the wall and provide cover fire while the other pair heads out in a truck.*

## OBJECTIVES

- **A** RESCUE SAM AND ANYA.
- **B** PROTECT SAM AND ANYA AS THEY RETURN TO THE FORT.
- **C** DEFEAT THE LAMBENT BERSERKER.

## COLLECTIBLES

- 4 — JOURNAL
- 5 — COG TAG

## HOSTILES ENCOUNTERED



SPECIES: LOCUST
ENEMY TYPE: SAVAGE GRENADIER



SPECIES: LOCUST
ENEMY TYPE: SAVAGE BOOMER



SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE



SPECIES: LAMBENT
ENEMY TYPE: DRUDGE



# OUTSIDE ANVIL GATE

OBJECTIVE

## A RESCUE SAM AND ANYA

The Hammer of Dawn's targeting system is on the fritz, causing it to fire erratically. Baird works on fixing the weapon's satellite connection, leaving Bernie to fill in for him on this mission. The rest of the squad splits up to bring Sam and Anya back safely.



**MINOR ROLE PLAYER**

*If you've ever wanted to play as one of the supporting characters, you get your chance right now! Play this mission cooperatively as the fourth human player to take control of Bernie. Player three plays as Cole and sticks with Marcus, while player four joins Dom as Bernie.*

OBJECTIVE

## B PROTECT SAM AND ANYA AS THEY RETURN TO THE FORT

### SPLIT PATH: PROVIDE COVERING FIRE FROM THE FORT WALLS

Bernie and Dom head off in a truck to rescue Anya and Sam, leaving Marcus and Cole to provide covering fire from atop the wall. Use the Lancer to cut down the attacking Grenadiers as the truck drives to Sam and Anya. Locate the OneShot atop the wall, but don't pick it up just yet. It comes in handy once the truck crashes amid additional Locust attacks.

Continue to offer fire support, and use the OneShot to take out the Boomer in the far distance. Dom and Bernie make it to where Sam and Anya were pinned down, but now they have to return on foot! Two Lambent Stalks appear, spawning Dark Drones and Drudges. Use the OneShot to take them out.

The second Lambent Stalk affixes itself to the fort wall, and several Dark Drones spawn atop the wall near Marcus and Cole. Watch for this and quickly turn to offer support if Dark Drones are nearby.



*Use the OneShot to destroy the Drudges and Dark Drones, but don't waste any ammo on the Lambent Zerker.*

The foursome sprint back to the safety of the fort, but they encounter a Lambent Zerker along the way. Fortunately, Baird works his magic and gets the Hammer of Dawn up and running in time to deal with it. Or so they think...



**ARCADE TIPS**

**Those playing alone on Arcade mode should always choose the "Provide Cover Fire" option. It offers a better chance for a high score. The AI characters—Dom, Bernie, Sam, and Anya—can defend themselves on the run back to the fort, allowing you to concentrate on scoring points. Focus the OneShot on high-value targets, such as the Boomer, Drudges, and Dark Drones.**

### SPLIT PATH: RIDE OUT IN THE TRUCK TO GET SAM AND ANYA

Selecting the second option sends Marcus into the truck with Cole. Use the Lancer to fire on any Grenadiers you spot along the way, but don't expend too much ammo. The truck is soon hit by a Digger, killing the driver and causing a crash; Cole and Marcus must escort Anya and Sam back to the fort on foot. First things first; take cover behind the brick wall and fire on the Grenadiers and Boomers in the distance beyond the crash. It's important to make sure that no Locust follow you.

Now, turn and start to fight your way back on foot. The first of three Lambent Stalks appears on the right. Target the Stalk Pod, then the Dark Drone, and move on. Collect any Lancer ammo you see, as you likely need it after defending the fort in the previous chapter.

The second Lambent Stalk spawns a Drudge. Try to take it out quickly if you can, but don't focus on taking it out alone. Look for support and spend some ammo to see if you can kill it quickly while no other enemies are nearby, then take off running.

The third Stalk spawns a Lambent Zerker. Don't even think about fighting it; leave it for Baird and the Hammer of Dawn. The Hammer of Dawn isn't working perfectly, but Baird fires it three times. The first strike hits way off in the distance. The second strike focuses on the Dark Drones beyond the Lambent Zerker, near the gate leading back into the fort. The final strike annihilates everyone outside the fort.



*Don't expend a single bullet fighting the Lambent Zerker outside the fort. Roadie Run right past it!*

Marcus and the others must get back inside the fort before the third Hammer of Dawn strike fires. Sprint past the Lambent Zerker and hug the fort's wall on the right as you round the corner. The fort's entrance is on the right around this corner—stick close to the wall to avoid the second Hammer strike as it takes out the Dark Drones in the distance.

# BOSS BATTLE

OBJECTIVE

## C DEFEAT THE LAMBENT BERSERKER

### LAMBENT ZERKER

Not only does the Lambent Zerker survive the Hammer of Dawn attacks, but it leaps over the fortress walls and attacks inside the courtyard. The beast sprints back and forth in a blind rage, trying to trample all it encounters. It uses its keen sense of hearing to detect nearby targets. You can avoid the Lambent Zerker by rolling out of its path and being as quiet as you can. Your squadmates yell and fire at it, attracting its attention. This gives you an opportunity to gather the two collectibles in the courtyard.



### 4 JOURNAL

**You have to take a moment to search for this collectible during the battle. Locate the large central structure in the yard and run around it to its far side (from the starting point). Find the small wooden alcove on that side. The Journal is on the ground near the ammo crate.**



COLLECTIBLES



### 5 COG TAG

**The COG Tag is on the courtyard's left-hand side (viewed with your back to the main gate). Note the Crimson Omen on the wall just beyond the gate. Look to the ground near a metal barrel lying on its side. This is near the corner of the yard, near the large wooden crates.**



COLLECTIBLES

The Lambent Zerker's Imulsion core is susceptible to gunfire, but only when its ribcage is open. You must land three critical hits on the Imulsion core in its chest to weaken it. Use the Lancer or Gorgon Pistol for maximum firing rate and better accuracy than the Retro Lancer. Maintain a safe distance from the Zerker.

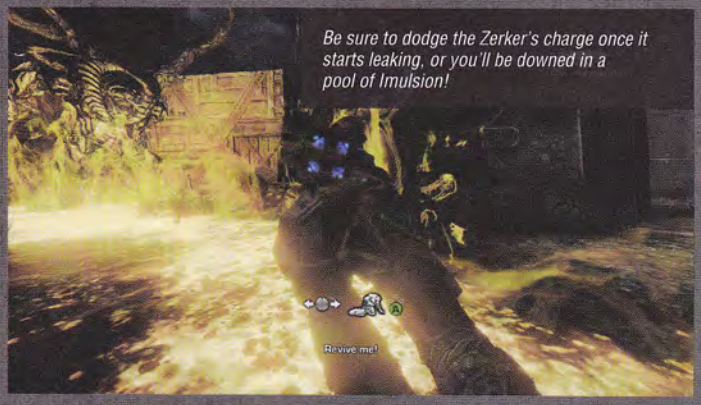
Watch for its ribs to open, and then fire at its torso. It charges toward your position. Keep firing until it's inside of 10 yards, and then roll to the side to avoid the rush. The Zerker's charges inflict varying damage based on the difficulty setting; on Insane mode, expect a quick death. When you're downed, your squadmates are good about reviving you, but it's best to stay upright and avoid taking too many chances.



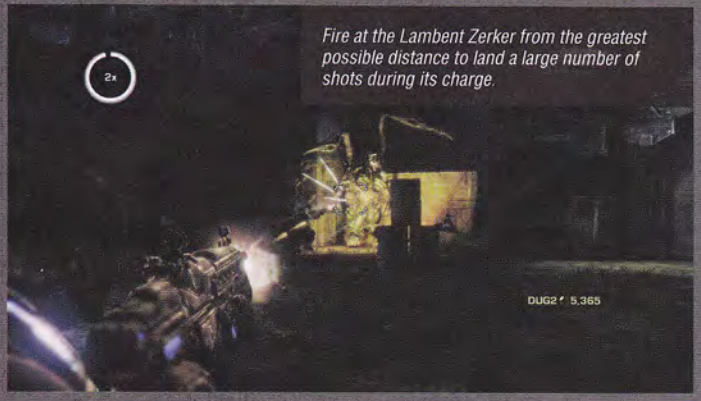
*Stand tall and fire at the Imulsified organs inside the Zerker's chest, and then roll away at the last second.*

Sprint away while you reload, and then turn and repeat. Do this until the Lambent Zerker stops and clutches its chest three times—this signals a critical hit.

The Lambent Zerker gains a new ability/hazard after each critical hit. It leaps into the air and performs a ground-pound attack after it suffers the first critical hit. After two hits, it starts to leave a toxic Imulsion trail behind it. After a third hit, it spreads a foggy Imulsion vapor wherever it goes. Stay clear of these hazards, as all three can inflict significant damage. Evading the Lambent Zerker's charge later in the battle is also vitally important, as being downed inside a trail of Imulsion can be lethal.




*Be sure to dodge the Zerker's charge once it starts leaking, or you'll be downed in a pool of Imulsion!*




*Fire at the Lambent Zerker from the greatest possible distance to land a large number of shots during its charge.*

CHAPTER 03

ANVIL GATE  THE NEXT MORNING (06:53 HOURS)

# BREAKNECK RUN

*The key from Prescott worked as advertised, decoding the data in Hoffman's possession. And now the squad knows precisely the extent of the secrets the government kept from them. An island hideaway, artificial hurricane, kidnapped scientists…it seems no idea was too farfetched when it came time to save the elite. Now there's reason to believe that Adam Fenix isn't just alive, but that he might also have a way to eradicate the Lambent. Marcus and the others must reach Azura to see if Adam is still alive. The only way to do that is to go under the Maelstrom. They need to commandeer a submarine from the Endeavour shipyard. First they must get some fuel.*



**OBJECTIVES**

- A ESCORT THE FUEL TRUCK TO MERCY.
- B FEND OFF THE REAVERS.
- C DESTROY THE IMULSION PIPELINES.
- D FEND OFF THE CORPSER HATCHLINGS.
- E DEFEND THE TRUCKS.

**HOSTILES ENCOUNTERED**



SPECIES: LOCUST
ENEMY TYPE: REAVER



SPECIES: LOCUST
ENEMY TYPE: BEAST RIDER



SPECIES: LOCUST
ENEMY TYPE: BLOOD MOUNT



SPECIES: LOCUST
ENEMY TYPE: BABY CORPSER



SPECIES: LOCUST
ENEMY TYPE: SAVAGE DRONE

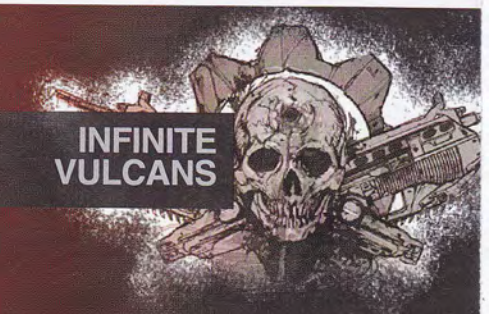
## ROAD TO MERCY

### OBJECTIVE
### A ESCORT THE FUEL TRUCK TO MERCY

The submarine needs plenty of fuel, so the decision is made to travel to the town of Mercy, a former Imulsion refining center. The squad splits up into three trucks. Dizzy takes the wheel of the fuel truck, Dom and Sam climb aboard a pickup driven by a Stranded, and Marcus and Anya board a similar vehicle driven by Jace. Cole and Baird stay behind to amass reinforcements for the battle to come.

### OBJECTIVE
### B FEND OFF THE REAVERS

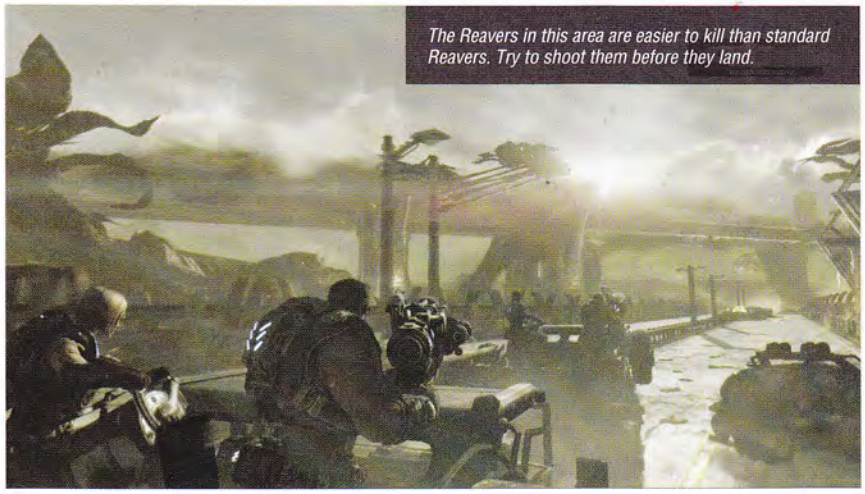
**INFINITE VULCANS**



*Marcus and Anya (and Dom and Sam) are equipped with a Vulcan and a Vulcan Ammo Box. Anya cranks out an infinite supply of ammo whenever Marcus needs it, but only with your urging. The Vulcan doesn't overheat like a Mulcher, but Anya may struggle to feed the Vulcan. Hold the Reload button periodically to instruct Anya to continue feeding the Vulcan the necessary ammo. The weapon doesn't run out of ammo, but there could be a delay in the feed.*

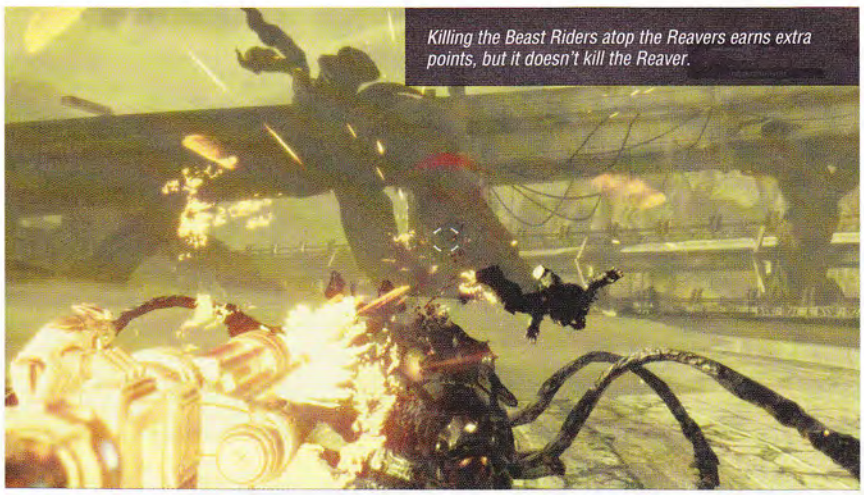
*When you play this mission cooperatively with three or four players, Anya and Sam also get Vulcans of their own. This makes cutting through the Reavers and other enemies much easier, but every player is responsible for reloading his or her Vulcan.*

The road to Mercy is littered with the husks of burned-out vehicles and debris. It's also home to a number of Reavers that not only attack while in flight, but also land in the middle of the road to block traffic. Crashing into a Reaver spells the end of the journey—you must shoot them with the Vulcan before the truck Marcus is in crashes into the Reaver.



*The Reavers in this area are easier to kill than standard Reavers. Try to shoot them before they land.*

Use the Vulcan to defend the trucks on the road. Jace's driving is erratic, so try to steady your aim as best you can. Most importantly, you must destroy the Reavers that land on the road. Focus all forward fire on the Reavers in the road, and call out their locations to your co-op partners, if applicable.



*Killing the Beast Riders atop the Reavers earns extra points, but it doesn't kill the Reaver.*

OBJECTIVE

## C DESTROY THE IMULSION PIPELINES

Jace has no choice but to lead the convoy off road and into the Imulsion fields where the pipelines are. The Imulsion has long since stopped flowing, leaving the pipes filled with little more than vapor. Train your Vulcan on each of the pipes, blasting a gap into each one through which the trucks can pass. The pipes are pretty resilient, so don't wait too long to fire at them, and keep the gun going.



*Focus your fire on the pipe sections where you can see Imulsion leaking out.*

### BURST FIRE

**Like the Mulcher, the Vulcan has a rather lengthy wind-up period before it starts firing. Consider firing in short bursts between the pipes to keep the gun from having to wind up from a dead stop.**

There are three pipes, and its game over if you crash into any of them. You have support fire from the other truck, but you really need to inflict most of the damage on your own.



OBJECTIVE

## D FEND OFF THE CORPSER HATCHLINGS

The road ahead is crawling with an army of Baby Corpsers. The truck can run over some of them, but others leap onto the front of the truck to attack Marcus and Anya. Open fire with the Vulcan at the ones on the road (aim from the hip), and blast any that grab the truck.

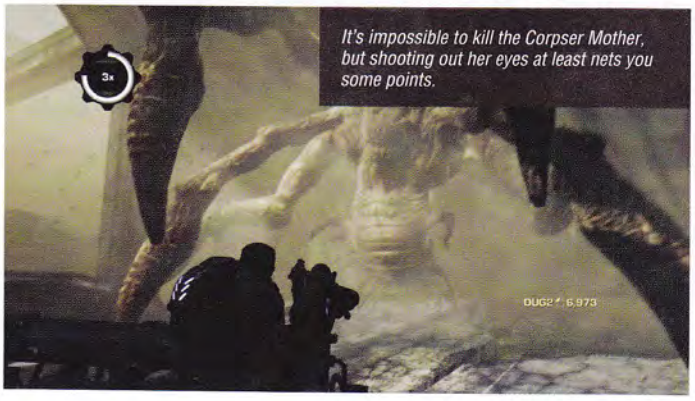



**Fire at the hatchlings directly in front of the truck so you at least get assist points when the truck runs over them. You may not have time to actually kill them with the Vulcan, but this salvages some points. The Corpser Mother also provides a scoring opportunity; shoot each of her eyeballs for 400 points each. You can't kill her—not even with four Vulcans—but you can pad your score and give a boost to the multiplier.**




*Focus on shooting the Baby Corpsers in front of the truck to get assist points when Jace runs over them.*

Wherever you find Baby Corpsers, you can be sure a Corpser Mother isn't far away. It leaps down and blocks the road up ahead. Open fire for fun if you wish, but know that you can't kill her. You just drive around her, but shooting her certainly makes for a dramatic moment.




*It's impossible to kill the Corpser Mother, but shooting out her eyes at least nets you some points.*

Continue the drive along the road, firing at the Hatchlings. A Corpser with armor-plated legs leaps onto the hood and deflects your shots. As with the Corpser Mother, you can't kill it—shooting it does little more than increase the drama. It's up to Jace to shake it free with a few quick jerks of the steering wheel.

OBJECTIVE

## E DEFEND THE TRUCKS

The trucks head into Concord Air Base and out onto the runway. The Locust have set up many, many roadblocks here, including some that contain multiple Troikas. Aim at the fuel cells and detonate the road blocks and Troikas to reduce the amount of fire you take.

Focus on the road's left-hand side first. Then shift your aim to the right, especially when you get to the runway, where multiple pillboxes are set up with barbed wire crossing the road. The Troikas gun you down if you don't at least destroy the one on the left as soon as you can target it. Try to target the closest enemies first, so they can't get a bead on you as you drive past.

The trucks overshoot the runway and end up briefly stuck in sand. A squad of Savage Drones and Reavers quickly surrounds the trapped vehicles. Decimate the ones on the ground as they appear. Then focus on the Locust atop the rocks to the left, particularly the Reavers. Next, sweep the Vulcan across to the rocks on the right. A final wave of Drones launches into the air from beneath the sand. Continue to fire the Vulcan while Jace backs up the truck and gets it going again.




*When you play solo, first focus on the enemies on the rocks to left, and let Dom fend for himself on the right.*

The convoy makes its way back onto the road leading out the airport's other side. The final attack is also the most difficult. Focus fire on the left-hand fuel cells first. Then quickly pan right and take out the cells there. Destroying the Troika on the left as quickly as possible is critical, especially on Hardcore and Insane difficulty modes. Otherwise, you run a high risk of being gunned down.




*Blow up the Troika shacks on the left. Then shoot the Drones on the right. The Brumak poses no threat.*

The Brumak that moves into position beyond the final roadblock looks to have the trucks cornered, but don't worry about it. Fire at the Brumak if you wish, but Jace and the Stranded run the ramps beside it, slicing off its head en route to Mercy.

CHAPTER 04

MERCY, FORMER IMULSION FACILITY TOWNSHIP  07:28 HOURS

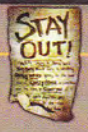
# GHOST TOWN

*The drive to Mercy was a bit more eventful than the Gears might have hoped, but they managed to reach the town in one piece. If only someone was there to greet them. The fueling pumps are turned off, and there isn't a soul to be seen. Just a couple months ago, Dizzy saw Mercy filled with all the hustle and bustle of a refinery town. Something happened here, and whatever it was, it cleared out the city mighty fast.*

## OBJECTIVES

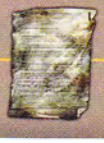
- **A** FOLLOW THE PIPELINE AND INVESTIGATE THE TOWN.
- **B** DISABLE THE PIPELINE CHARGES.
- **C** CHASE THE CRAZY OLD MAN.
- **D** SEARCH THE SEWER FOR CLUES.
- **E** FIND A WAY OUT OF THE SEWER.
- **F** SEARCH FOR THE FUEL PUMP.
- **G** ENTER THE TOWN HALL VIA A LADDER.

## COLLECTIBLES

6 

PANICKED NOTE

7 
COG TAG

8 
MESSAGE

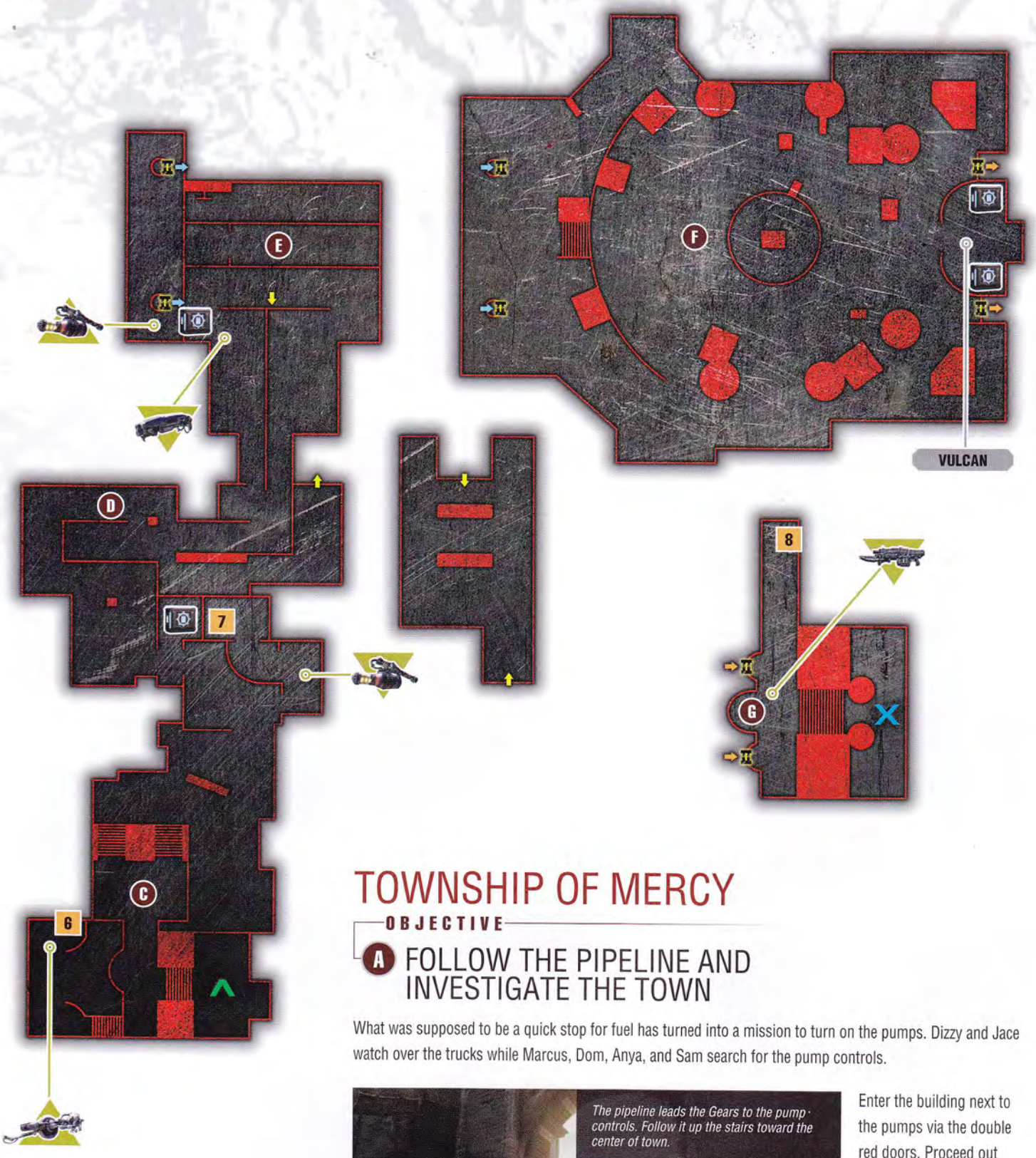
## HOSTILES ENCOUNTERED



**SPECIES:** LAMBENT

**ENEMY TYPE:** FORMER



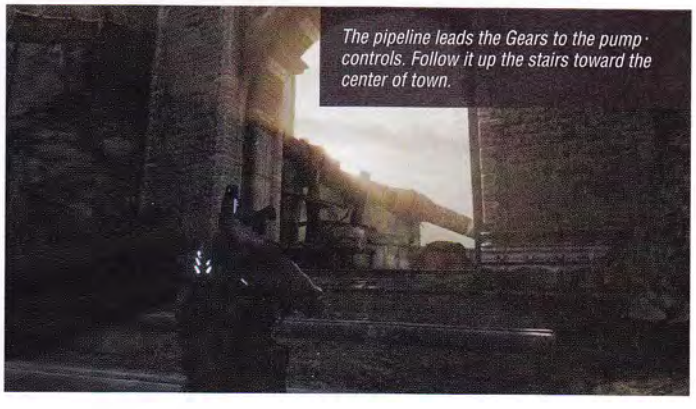



# TOWNSHIP OF MERCY

**OBJECTIVE**

## A FOLLOW THE PIPELINE AND INVESTIGATE THE TOWN

What was supposed to be a quick stop for fuel has turned into a mission to turn on the pumps. Dizzy and Jace watch over the trucks while Marcus, Dom, Anya, and Sam search for the pump controls.



*The pipeline leads the Gears to the pump controls. Follow it up the stairs toward the center of town.*

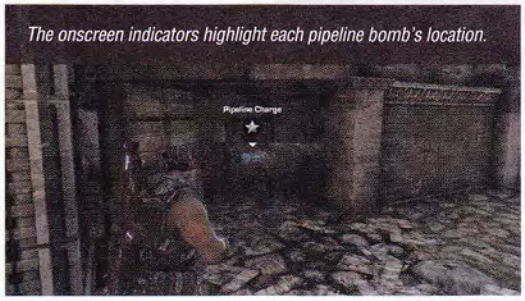
Enter the building next to the pumps via the double red doors. Proceed out back to where the tanks are, swap your spent power weapon for the Gnasher, and then pick up the ammo crate. Note the pipeline on the left and follow it deeper into town.

OBJECTIVE

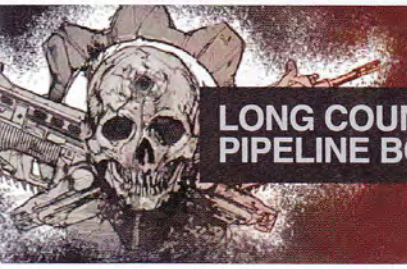
## B DISABLE THE PIPELINE CHARGES

Continue through town, over the wooden bridge, and follow the pipeline until you encounter an explosive charge placed on the pipeline. It has a built-in motion sensor that activates with Marcus' movement.

Walk up to the charge and deactivate it with a press of the button. You must disable two more bombs. Follow the pipeline up the road, and then turn left to spot the next charge. Disable it in a similar manner.



*The onscreen indicators highlight each pipeline bomb's location.*



### LONG COUNTDOWN PIPELINE BOMBS

*The pipeline bombs detonate 20 seconds after arming. They don't arm simultaneously, but you should proceed directly from one bomb to the next. Failure to disable a bomb before it detonates ends the mission and kills the squad.*

Continue up the lengthy stone staircase to the third charge, next to a pumpkin. A crazy old man fires at Marcus and hits the pumpkin. He has the town rigged to contain something of which he isn't sure, an epidemic perhaps. He's crazy and panicked, and he runs off before Marcus can get any information out of him.


*The crazy old man doesn't want anybody messing with his pipeline bombs—he spent a lot of time rigging the town with explosives!*

OBJECTIVE

## C CHASE THE CRAZY OLD MAN

The crazy old man flees into a building, and Marcus leads his squad in pursuit. The direct way out is locked, and the man escapes...for now.

### 6 PANICKED NOTE




**Descend the stairs inside the building after you meet the crazy old man. Dom and Marcus discuss the view of the city of Char, where the Stranded used to process their own fuel. More important is the Panicked Note collectible lying next to the Scorcher.**



COLLECTIBLES

Consider swapping out the Lancer for the Scorcher on the landing down the stairs—keep the Gnasher. Then continue out the building's far side, toward the deli. Chainsaw (or shoot/burn) the deli's boarded entrance, and equip the Incendiary Grenades from the room on the right. Continue the pursuit out the hole in the wall on the left.



*Use the Lancer's chainsaw or the Gnasher to break through the deli's boarded-up entrance.*

### 7 COG TAG



**You might spot the Crimson Omen beyond the deli counter. Hop over the counter and proceed out back to the alley where the dumpsters are. The COG Tag is on the ground behind the sandbags to the left.**



COLLECTIBLES

Marcus thinks the crazy old man fled into the sewers. Drop off the ledge and wade into the sewers to continue the search. There's only one way to go. Follow the route to the old man's corpse.

OBJECTIVE

## D SEARCH THE SEWER FOR CLUES

There's no telling how the man died, but it doesn't look self-inflicted, nor does he look sick. Something—or some*one*—got him.

The path through the sewers forks just around the corner from the man's corpse. Dom and Sam go one way, leaving Marcus and Anya to explore the other. Equip the Gnasher or Scorcher, and continue around the corner to the right. The first of many Lambent humans, also known as Formers, attack.



*Stay on the ledge above the trench to force the Formers to slow down and climb up to reach you.*

Gunfire kills Formers quite easily, but flames are the single best way to deal with them. Wait for a large group to approach, and then toss an Incendiary Grenade at the lot of them. Save one Incendiary Grenade for the next large group of Formers. Slaughter this first wave and proceed around the corner to a large trench with a raised ramp. Stay on the walkway on which you enter, and blast away at the Lambent humans as they try to climb out of the water. You may want to use the other Incendiary Grenade here.

OBJECTIVE

## E FIND A WAY OUT OF THE SEWERS

Kill the remaining Formers and then cross the trench to the other side. Several more Formers break through a barrier in the corner, revealing a large crank wheel. Kill the Formers and then turn the wheel to lower the ramp. This leads up to a pair of ladders. Gather the Incendiary Grenades on the ground near the ladder before you exit the sewers. They're invaluable in the upcoming battle!




*Shoot the two Formers that break through the barricade in the corner. Then turn the wheel to lower the ramp.*

OBJECTIVE

## F SEARCH FOR THE FUEL PUMP

The Gears surface from the sewers into a plaza, out in front of the town hall. Cross the plaza toward the large building where the raised ladders are located. A Stranded calls out to warn you about more Formers approaching fast—a Vulcan and Vulcan Ammo Box are on the stairs beneath him.

### BURN, BABY, BURN!

**After you run out of Vulcan ammo and the Formers begin to swarm the landing, tag each side of the steps with your Incendiary Grenades to rack up some extra kills.**



*Don't leave the relative safety of the landing atop the stairs. This forces the Formers to funnel toward you and the other COGs.*

Grab the Vulcan and open fire in short bursts as the Formers start to race across the plaza. They attack from the right first, then from the left. The Stranded calls out their points of origin, so pay attention. Watch the ammo counter, and anticipate when to drop the Vulcan. Switch to the Gnasher in time to get those climbing out from the sewers and beneath the buildings on the near right, then the near left and far center.

### MANTLE-KICKING LAMBENT

**Don't take cover behind the sandbags or stand too close to them. The Formers rush the sandbags with such speed that they can quickly hurdle them and mantle-kick anyone nearby. Stand back and blast them as they leap over the sandbags.**

Resist the urge to leave the town hall's front steps. The length of the battle is based on enemy count and not time. Don't even think about trying to outrun the Formers until the battle ends—they catch you in no time if you stray out into the center of the plaza!

OBJECTIVE

## G ENTER THE TOWN HALL VIA A LADDER

The Stranded up above lower the ladders as soon as the last of the Formers is killed. Gather any remaining ammo and climb up to safety.

### 8 MESSAGE



**Climb the ladder to the balcony inside the town hall. Immediately turn left and proceed along the outer wall to the far left corner, past the benches, to a Message from the town's administers. The poor souls didn't have much time to act once the Imulsion sickness started spreading.**



COLLECTIBLES

CHAPTER 05

# BROTHERS TO THE END

*The planned pit stop at Mercy has yet to yield any fuel for the submarine. And if there was ever any question about their mission's urgency, it has now been answered. They now know that the Imulsion doesn't just affect Locust; humans can turn Lambent as well. The Gears must push deeper into Mercy and get those fueling pumps going before the rest of the quarantined Formers rip them to shreds.*

## OBJECTIVES

- A SEARCH FOR THE FUEL PUMP.
- B ACTIVATE THE PUMP.
- C CLEAR THE CHURCH.
- D REGROUP AT THE GAS STATION.
- E DEFEND AGAINST THE ATTACKING ENEMY FORCES.

## COLLECTIBLES

9 

AIR RAID SHELTER SIGN

## HOSTILES ENCOUNTERED


SPECIES: LAMBENT
ENEMY TYPE: FORMER


SPECIES: LOCUST
ENEMY TYPE: SAVAGE DRONE


SPECIES: LOCUST
ENEMY TYPE: SAVAGE BOOMER


SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE

# TOWNSHIP OF MERCY

OBJECTIVE

## A SEARCH FOR THE FUEL PUMP

Mercy's few remaining healthy residents have walled themselves off from the Formers, but the barricades don't last forever. Formers quickly burst through the town hall's window and kill the two remaining Stranded in the area. Load up on ammo from the town hall's shelves. Then run to the courtyard and hurdle the low wall to avoid being cornered.



*Use the Gnasher to blast the first few Formers. Then join the others outside.*

Throngs of Formers stream from multiple directions into the courtyard just outside the town hall. They leap over the walls, run across rooftops, and eventually even kick down barricaded doors. There are a few ways to fend off the swarming Lambent. One option is to let your squad go out into the courtyard to squelch the initial crush leaping over the nearby walls, while you stay inside the town hall and gun down those that funnel through the doorway. This has the advantage of exploiting a chokepoint and keeping you near a large supply of ammo. However, the risk of being overrun is much greater, particularly on harder difficulty settings.

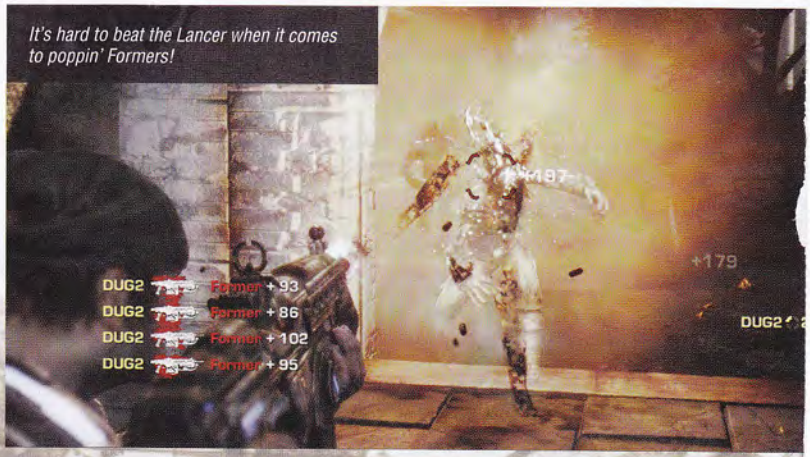


*Plant a Frag Grenade on the stairs near the boarded-up doors. Then stand back and ready your weapon.*

Another option is to join the COGs in the courtyard and fight together back to back. The Formers seem to come from all directions at first, but most originate on the courtyard's far side. Take cover near the curved wall on the right for greater coverage and a lesser chance of being surrounded. Many leap down from the roof straight ahead, then they burst through the wooden barricades of the tower in the far left corner. This is the last group. Have a Frag Grenade and the Lancer ready for them!

Hold your ground and slaughter the Formers that burst through the barricaded doors on the left. Return to the town hall to gather more ammo—the Gnasher and Lancer serve you well for now, as does the Gorgon Pistol if you happen to have it.

Gradually lead the squad up the path beyond where the barricade was, and be ready for another swarm of Lambent humans. Keep the Gnasher on hand to repel surprise attacks. Switch to the Lancer when you see multiple enemies approaching from the distance.




*It's hard to beat the Lancer when it comes to poppin' Formers!*

### BAYONET CHARGE!

**If you grabbed the Retro Lancer at the top of the ladder that the Stranded lowered for you in the preceding chapter, prepare to bayonet charge! This technique is vital for maximizing your fun against the Formers here. The Formers don't spray much Imulsion when you kill them, so don't worry about being too close.**

The pipeline has been re-routed straight through the church. Enjoy this area's calm, and follow the path beyond the gate toward the church. Pick up the Frag Grenades to the right of the stairs leading up to the church's main entrance. Dom notices that the front door has been barricaded. He instructs the squad to head left to check the church's back entrance.

OBJECTIVE

## B ACTIVATE THE PUMP

The fuel pump is located at the rear of the church, near the cemetery where the Flores family is buried—or where Maria was *supposed* to be laid to rest with her and Dom's children.



*A quiet moment with his loved one.*

Dom takes a moment to visit the grave. Then he helps Marcus activate the pump. The pump's rumbling draws the attention of the Formers that were barricaded inside the church.

OBJECTIVE

## C CLEAR THE CHURCH

Rush toward the church steps. Plant one Frag Grenade on the stairs and another in the center of the yard, between the two monuments where Anya and the others take cover.

Take cover behind the crumbling gravestone or the low wall. Open fire with the Lancer once the Frag Grenades kill the initial waves. Additional Formers approach from atop the church roof. So, don't focus solely on the doors, or you might not see those flanking around the monuments.

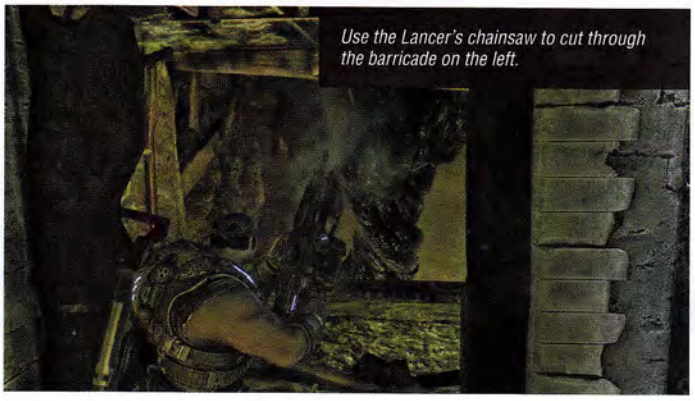



*Stand back, away from where you planted the Frags, and use the Lancer to finish the stragglers.*

OBJECTIVE

## D REGROUP AT THE GAS STATION

The fastest way back to the gas station is through the underground cavern, below the church. The cave was used as an air raid bunker during the Pendulum Wars, and the elevator inside it should still work.



*Use the Lancer's chainsaw to cut through the barricade on the left.*

If you don't already have one, equip the Lancer in the center of the church. Use its chainsaw to cut through the boards on the left. This leads into the Imulsion cavern. Dizzy informs Marcus over the radio that the fuel truck is leaking like a sieve. They have to abandon it and head to Char—they'll have to search for fuel there. Ride the elevator at the end of the path up to the surface near the fueling station.



## 9 AIR RAID SIGN






**Cut through the boards to enter the cave beneath the church. Drop down off the ledge. The path to the elevator goes right, but a collectible is back up the path to the left. Climb the ledge and inspect the sign on the left.**

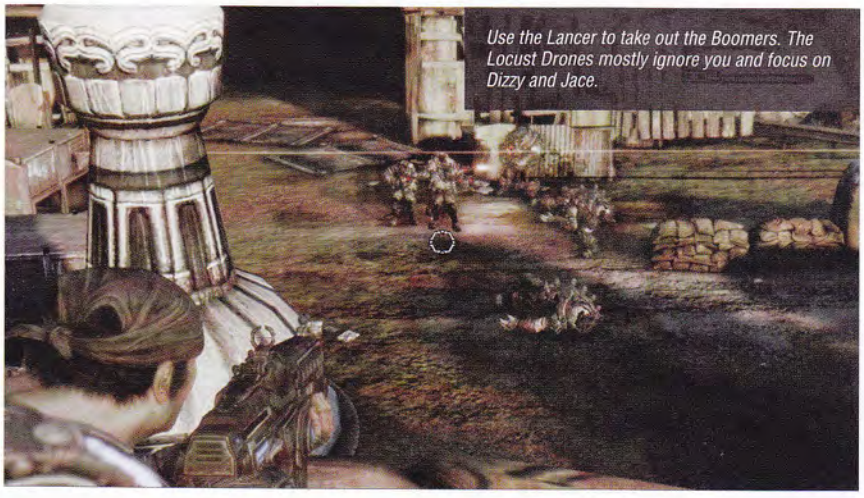
COLLECTIBLES

OBJECTIVE

## E DEFEND AGAINST THE ATTACKING ENEMY FORCES

The elevator leads the Gears to a roof overlooking the gas station. Dizzy and Jace are pinned down by a crush of attacking Locust. They desperately need some support fire.

Take cover behind the sandbags and open fire on the Locust Drones and Boomers exiting the cave. Most of them are focused on Dizzy and Jace, but the Boomers send some Boomshot rockets sailing up toward your position.



*Use the Lancer to take out the Boomers. The Locust Drones mostly ignore you and focus on Dizzy and Jace.*

Use the "Spotting" ability to target each of the Boomers, and pump as much Lancer ammo as you have into them. Save your Gnasher for the Locust that grapple up to your vantage point. Continue using the Lancer until you kill all of the Boomers.

Swap the spent Lancer for the Longshot, and return to cover near the sandbags. Snipe each of the Drones down below. Nearly two dozen Drones make their way out into the open. Some take cover behind the metal apparatus on the left, but most exit the cave and set up their attack in the center of the clearing.



*Use the Longshot to snipe the Drones on the ground below. This is a great opportunity to rack up some impressive headshot streaks!*

Listen for the warning that the Drones are grappling onto the roof. Immediately switch to the Gnasher. Look for a grappling hook on the roof's edge and blast them as they hoist themselves upward.

Continue firing at the Drones until Anya alerts the group that Formers are rushing onto the roof from behind you. Pick up the Frag Grenades, swap the Longshot for the Lancer, and load up on ammo. Cut down the Formers with the Lancer and Gnasher. Don't let your guard down, as this battle is still far from over.

### ALTERNATIVE STRATEGY

**If you have trouble with this battle, particularly on Insane difficulty, you may wish to try this alternative approach: Use the Frag Grenades against the Boomers, shoot the grapple hooks and Formers with your Lancer, and then shoot the Stalk Pods to finish the fight.**





*Heed Anya's warning about the Formers attacking from the rear—switch to your assault rifle right away.*

As if the Locust invasion isn't troubling enough, Lambent Stalks begin to sprout near your position on the rooftop. Target the Stalk Pods as soon as they emerge. Then use the Gnasher or Frag Grenades to take out the Dark Drones that spawn from the pods. Three Lambent Stalks spawn an endless supply of Dark Drones. The enemies drop from their Stalk Pods at close range. Put the Gnasher's short-range stopping power to the test, and hold them off long enough for Dom to devise an escape plan.




*The Formers are just the start—it isn't long before Dark Drones swarm the rooftop!*

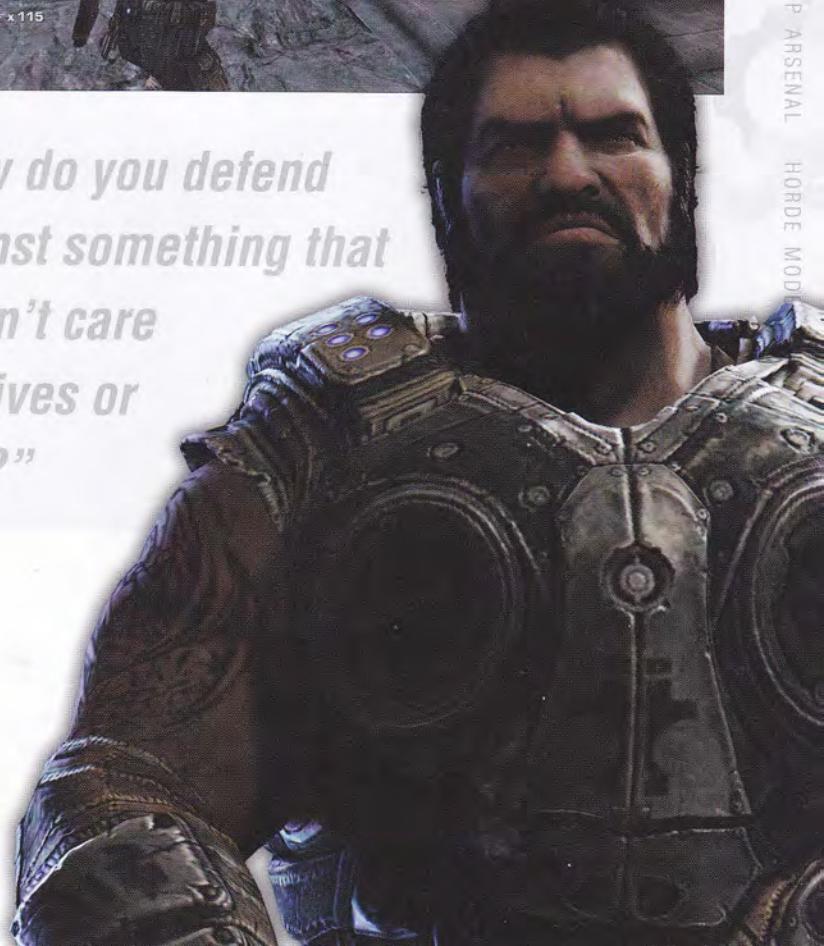
## ENDLESS ENEMIES

*This battle lasts just long enough for Dom to come up with a winning plan. Focus on staying alive and killing as many Dark Drones as possible. Shooting the Stalk Pods earns you points, but you can't kill the three Lambent Stalks, as more Stalk Pods just keep sprouting. However, you'll have fewer Dark Drones to kill if you take out their Pods as they grow on the stalks.*

### CO-OP TACTIC

**The entire team should focus on taking out the Boomers as soon as this battle starts. Once the Boomers are killed, the Drones on the ground no longer pose a threat and merely serve as a point source for those playing Arcade mode. Split up to focus on the Formers and the Drones grappling up from the ground. Players with the Longshot should continue to pad the team's score by sniping the Drones down below.**

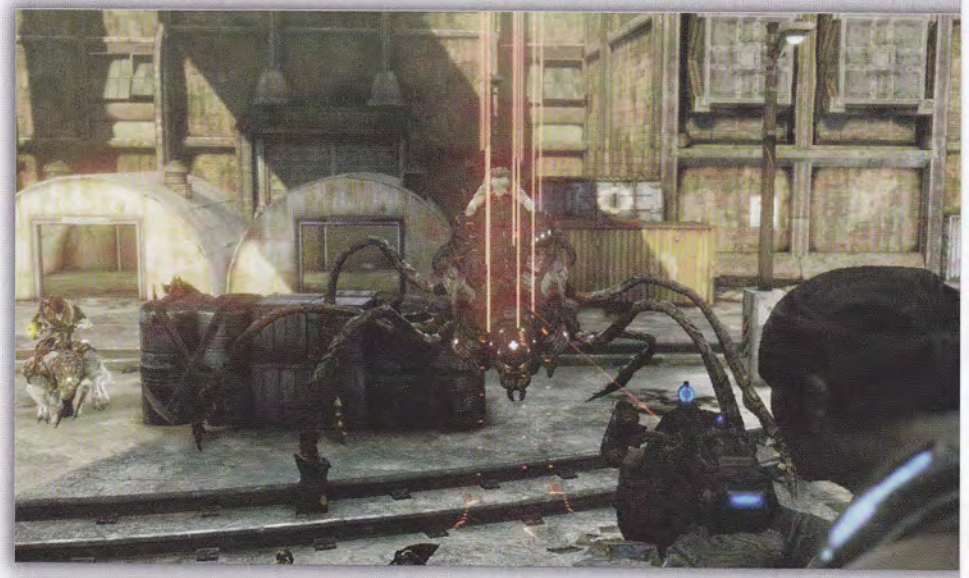
***"How do you defend against something that doesn't care if it lives or dies?"***



ACT









CHAPTER 01

CHAR, HAMMER OF DAWN GROUND ZERO

10:02 HOURS

# ASHES TO ASHES

## OBJECTIVES

- A SEARCH FOR LOCAL INHABITANTS.
- B CATCH ASH MAN.
- C SURVIVE THE ATTACK.
- D TALK TO GRIFFIN.
- E EXIT THE TOWER.

## COLLECTIBLES

1 COG TAG

## HOSTILES ENCOUNTERED



SPECIES: LAMBENT
ENEMY TYPE: POLYP



SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE



SPECIES: LAMBENT
ENEMY TYPE: DRUDGE



SPECIES: LAMBENT
ENEMY TYPE: DRUDGE HEAD SNAKE

*The drive from Mercy to Char was indeed somber, but the squad has no time for mourning. The submarine won't run without fuel, and there's no reaching Azura without that sub. The city of Char was one of Sera's largest cities, teeming with a population in the hundreds of thousands, many of whom worked for the Griffin Imulsion Corporation. Then the Hammer strikes came. The government had no alternative; they incinerated the city with an endless barrage of Hammer of Dawn strikes in an attempt to eradicate the Locust. Many of the victims—innocent men, women, and children—were forever frozen in time as ash statues that dot the city's streets to this very day. The COG should expect no succor from those left to die among these ruins.*

# CITY CENTER

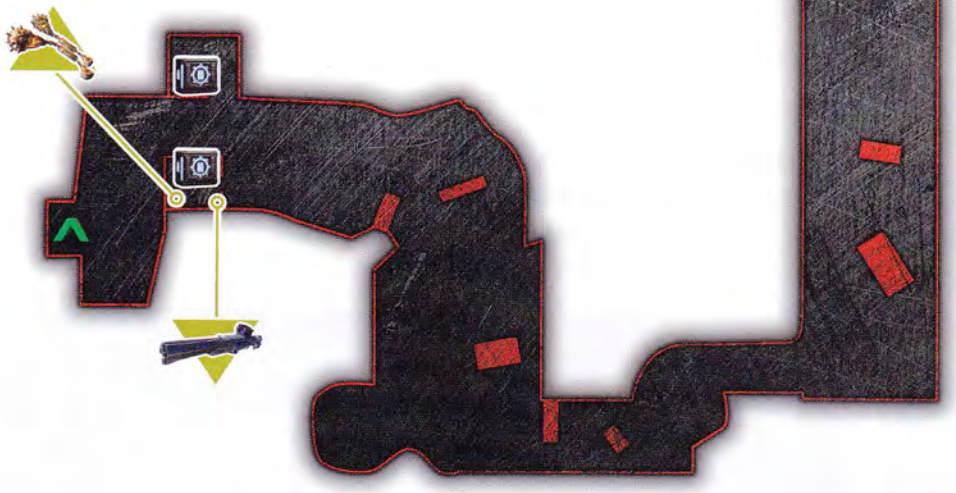
**OBJECTIVE**

## A SEARCH FOR LOCAL INHABITANTS

There's no preparing Delta for the state of Char's streets. The horror. The destruction. These streets are a gravesite. Many of the civilians were instantly vaporized, and those who weren't were turned to ash, frozen in their horrifying stance for years to come. Whether or not you heed Marcus's solemn request to treat the dead with respect is up to you, but one brush against any of the ashen corpses instantly turns them to dust.



*Show your respect by avoiding contact with the ash statues, particularly the ones with flowers around them.*




*It's worth your while to show the dead as much respect as you can. Avoid contacting—or shooting—the ashen corpses that have rings of flowers around them. These flowers were placed by surviving family and friends, people who already harbor a deep-seated hatred of the COG. Let these ash statues serve as a reminder for generations to come of the cruelty mankind can inflict on itself. Your respect does not go unnoticed, nor unrewarded.*




Walk carefully past the ashen corpses to the ledge in the road. Marcus does not raise his gun or run until this point. From here on out, he's under your control. Run and shoot if you want; it's up to you. Continue through the city to the church in the distance, just beyond where Dizzy radios to assure you someone is watching.

Suddenly a piano falls through the floor in the church. Head down the stairs to the basement and out into the street ahead. Marcus arrives just in time to spot someone arming a makeshift turret composed of Retro Lancers and a bicycle wheel. Take cover and wait for the guns to stop firing.



*Ash Man has booby traps like this makeshift turret scattered throughout the city.*

OBJECTIVE

## B CATCH ASH MAN

The man setting the booby traps has dusted his face and clothes with ash to blend in with the charred surroundings. He can be anywhere, or *any one* of the ash corpses on the street. It's best to be careful.

Follow the trail of burning barrels, ash corpses, and upturned cars to the base of a hill. Have your Lancer loaded and ready to fire, as the Ash Man is about to spring another trap! This time it's a container full of Polyps!



*Stay to the left side of the sloping road and fire at the Polyps.*

### ROLLING THUNDER

**Watch out for shopping carts, as they are the Ash Man's favorite booby trap vehicles, particularly when they're combined with propane tanks!**

### 1 COG TAG

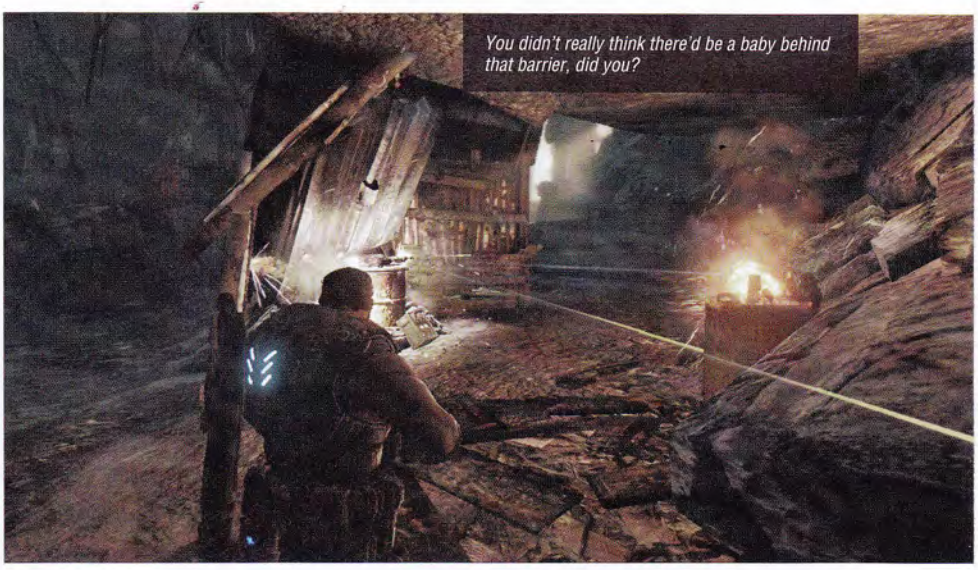
**Notice the Crimson Omen painted high on the wall of the building off to the left and atop the hill, with the flaming barrel. Walk around the shipping container in the street to enter the back of the building. There you find an upturned shipping container. Walk around behind it to find the COG Tag.**





COLLECTIBLES

Follow the lone clear path through the destruction, past the solemn playground, to the large gate. Continue beyond the gate toward the sound of a baby crying, but be on guard because nothing is what it seems. The Ash Man has placed another turret behind the metal shielding, along with an audio recorder of the baby crying—inspect it carefully.



*You didn't really think there'd be a baby behind that barrier, did you?*

As you round the corner where the edge of the road looks out across the city, Ash Man releases another container full of Polyps. This one attacks at close range, so be ready for it.

OBJECTIVE

## C SURVIVE THE ATTACK

The road eventually leads to the base of a tall building, where two turrets begin raining down bullets on Marcus and Jace as soon as they pull near. Take cover behind the crates, the toppled columns, or the short walls as far away from the turrets as you can get. Don't advance too far, for reasons that become obvious momentarily. Sit tight and wait out the turret fire.



*Take cover from the turrets near this fallen column to be in the best position for the upcoming battle.*

Two Stalks soon pierce the ground and deploy a number of Drudges. Immediately open fire on the Stalk Pods, preferably with blind fire. The turrets immediately train their fire on the Drudges, but the Drudges focus on you, as you're closest. Quickly move to taller cover and blind fire at the Drudges. The Drudges mutate into forms with arms and even Drudge Head Snakes. Target the arms of the Drudges that morph into this form to avoid the projectiles they toss—these Imulsion bombs are your biggest hazard.



*Blind toss a Frag Grenade and open fire from behind the column when the Drudges appear.*


*Taller cover offers protection from the mutated Drudges.*

Jace has Frag Grenades, which he uses without much hesitation. Focus on taking out the Drudge mutations, and watch for any Drudge Head Snakes. When in doubt, flee further from the Stalks to escape the Drudge attacks.

An elevator lowers to the street after the battle. Ash Man feels it's worth talking to you after you helped them with the Glowies.

**OBJECTIVE**

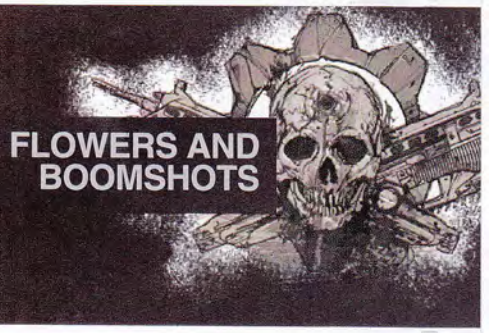
## D TALK TO GRIFFIN

Ash Man takes you onto the elevator and speaks of the man in charge: Griffin, formerly of Griffin Imulsion Corporation. Ash knows Griffin hates COG, but he thinks Griffin might be up for talking to Marcus and the gang since they helped with the Lambent. Ride the elevator up to the tower high above the street to find a veritable Stranded village in the sky.


*Take your time following Ash Man to Griffin's office. Listen closely and you even get a lesson on two-piecing a Locust!*



*Did you respect the dead, or were you reckless and crass? If you proved that even Gears know how to show respect, the lady in the armory across from Griffin's office opens the gate and lets you help yourself to any of the weapons inside. We recommend taking the Boomshot.*



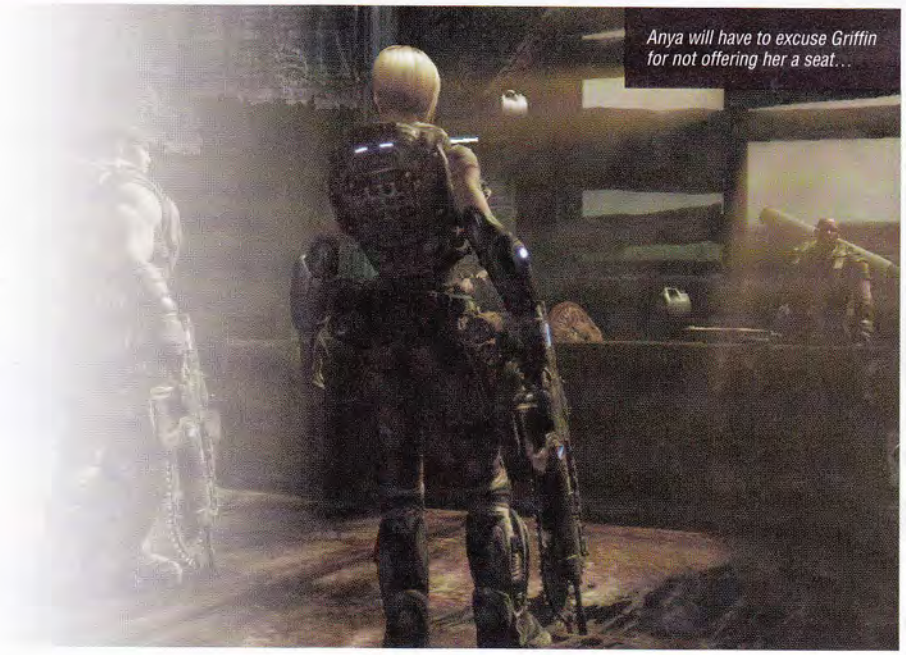

Griffin is up ahead. Follow Ash Man inside so Anya and Marcus can speak with him. Don't expect a warm reception.

**OBJECTIVE**

## E EXIT THE TOWER

Marcus has no choice but to find his way across the city to Griffin's refinery. He must bring back the cable car after checking to see what's holding up the fuel delivery. Only then can he get the fuel he needs for the sub at Endeavour that *might* be seaworthy. And let's not forget about getting Dizzy back.

Load up on ammo in the basement. If you took a power weapon from the armory, just gather Lancer or Hammerburst ammo. If you were denied armory access due to your carelessness and lack of respect, then you're stuck with the Gnasher and an assault rifle.


*Anya will have to excuse Griffin for not offering her a seat...*

# CHAPTER 02 CRATER

*It used to be a simple walk across the street from Griffin's headquarters to the refinery, but that was before the Hammer strikes. Now there's a grand crater that can be crossed safely only by cable car. Problem is, Griffin's cable car hasn't come back in days. Though there's a good chance the COG can find some fuel at the refinery, the only way there is on foot via the subway tunnels. It's a tough journey, but Marcus and the others have no choice—not if they want to see Dizzy again.*

## OBJECTIVES

- A GET TO GRIFFIN'S REFINERY.
- B GET TO THE CABLE CAR.
- C FIND A WAY TO POWER UP THE LOBBY.
- D CALL ONE OF THE ELEVATOR LIFTS.
- E DEFEAT THE FORMER HUMANS.
- F FIND AN ALTERNATE WAY UPSTAIRS.
- G PUSH THE CAR OFF THE ELEVATOR.

## COLLECTIBLES

2  JOURNAL

## HOSTILES ENCOUNTERED


SPECIES: LAMBENT
ENEMY TYPE: POLYP


SPECIES: LAMBENT
ENEMY TYPE: DARK WRETCH


SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE


SPECIES: LAMBENT
ENEMY TYPE: DRUDGE


SPECIES: LAMBENT
ENEMY TYPE: DRUDGE HEAD SNAKE


SPECIES: LAMBENT
ENEMY TYPE: GUNKER



# CITY CENTER

**OBJECTIVE**

## A GET TO GRIFFIN'S REFINERY

### 1 JOURNAL



**This collectible is easy to miss in your rush to retrieve the fuel and save Dizzy. It's near the start of the chapter.**



**Descend the steps outside Griffin's tower. Kick open the door on the right to find a Journal lying on the ground.**

COLLECTIBLES

Follow the edge of the crater around the corner to the right. Ruins such as those stretching out before you provide a perfect home for Polyps. Expect to encounter the critters in pipes, abandoned cars, and even in the shovel of the large bulldozer up ahead. Move cautiously and try to kill them with a minimum of ammo. Conserve your ammunition!

Advance to where the Dark Wretches attack. Two Lambent Stalks soon appear in this area. Keep your distance and focus on taking out the Stalk Pods first. Frag Grenades are up the hill on the left, near the cliff's edge. If you were respectful of the dead, you might have Incendiary Grenades. If so, use them now and then pick up the Frags. However, don't use the Frags—you need them later!



*Gun down the Dark Wretches, grab the Frag Grenades to the left, and then take cover behind the wall on the right.*

Circle back to the slope on the right, and take cover behind the wall there. Strafe along this wall to get a clean, protected shot at the Lambent down below. Hang back under cover, letting the rest of your COGs fend off most of the Dark Drones and Drudges. Watch out for the Dark Wretches, as they can get in close and inflict surprising damage.



*Mutated Drudges are always a top priority. Open fire from behind tall cover.*

Gather any fallen Hammerburst ammo, and continue over the fallen pillar on the left. Keep a finger on the trigger, as more Polyps attack as you advance up the hill.

The subway entrance up ahead plays host to the toughest battle in Char. It's critical to approach this battle with a plan and make the most of your squadmates. The subway entrance is multi-tiered, and the Lambent Stalks that eventually appear spawn all manner of Lambent, both above and below ground.

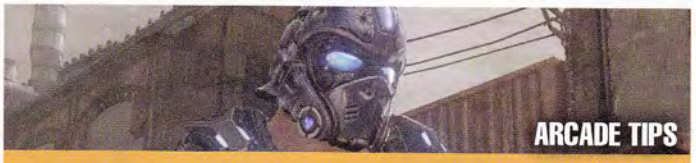
To get a good start before the Lambent Stalks appear, stay aboveground for a moment and take a few steps to the right, toward the pipes. Lots of Polyps spew from the pipes, along with Dark Wretches. Two Stalks appear. Try to target the Stalk Pods if you can, then run far back the way you came to put some distance between you and the Lambent. Use the Hammerburst or Lancer on the Drones. Assuming you were respectful of the dead in the previous chapter, use the Boomshot or Torque Bow on the Drudges.




*Take a moment to exterminate the Polyps that pour out of the pipes to the right of the subway stairs.*



*Keep your distance once the Lambent Stalks appear. Take out a few Dark Drones before you loop around to the lower level.*

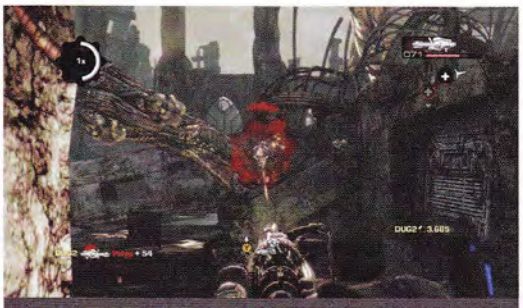


### ARCADE TIPS

**As tough as the battle near the subway is, you can draw it out a little longer by avoiding the Stalk Pods. We recommend this only to those with an experienced team of three or four human players who communicate effectively and can each hold his or her own against the Lambent. The Stalk Pods don't spawn Lambent indefinitely, but you can tease a few more Drudges and Dark Drones out of them by *not* targeting the Stalk Pods.**

**Perhaps the single best way to boost your score is simply to survive this battle without being downed. Move between high and low ground to exploit the Mulcher and the grenades you have. Don't take any reckless chances, and stick close to your squadmates to improve the odds of a speedy revival.**

Descend the stairs to the lower level, and enter the subway car to get the Mulcher. Carry it out the way you came to the wall on the right. Mount it for a clean shot at the Stalk Pods and the spawning Dark Drones and Drudges. Use the Mulcher until its empty. Then cut through the subway car to get the ammo on the ledge beyond it. Retreat back up the stairs the way you came, and swing around wide to help the squad.



*Use the Mulcher to cut through the Stalk Pods and any Lambent that spawn near the far stairs.*

Keep your distance until the Lambent horde is halved. Then swing around to the far right to get a clean shot on more Stalk Pods. Use the rest of your power weapon ammo fending off the other Dark Drones and Drudges—watch out for Drudge Head Snakes! Swap the spent weapon for the Sawed-Off Shotgun on the ground. Hold onto this for later.

Kill off the remaining Lambent, descend into the subway below, and gather the other ammo from within the bookstore. Continue through the collapsing cavern to be forced into the old subway.



*Pay a visit to the bookstore to find extra ammo and another Sawed-Off Shotgun.*

Advance slowly with the Hammerburst in hand, and use it to pick off the Polyps that attack. Try to get one-shot kills to conserve ammo. As you near the refinery, don't be afraid to fall back and let the squad serve as a buffer between you and the Lambent.

OBJECTIVE

## B GET TO THE CABLE CAR

A massive Lambent Stalk emerges at the base of the stairs leading to the refinery and cable car. This one grows a half-dozen Stalk Pods—they are your focus! Fall back into the subway tunnel where the Polyps were, and use the Hammerburst to pick off the Lambent from cover.

This battle is similar to the previous one, but there's only one stalk and the team should be less dispersed. Don't let them stay downed for long, but allow them to focus on the enemies while you focus on the Stalk Pods. The Stalk Pods continue to form and spawn more enemies; just keep firing at them.



*Stick to the outer edge to avoid being surrounded, and focus on the Stalk Pods.*



*Fall back into the subway tunnel if you start to feel overwhelmed. The Lambent will likely shift their focus to the other Gears.*

Use the Sawed-Off Shotgun if you have to. Otherwise, try to get by with just the assault rifle and any grenades you might still have. Gather ammo and head up the stairs to the refinery entrance.

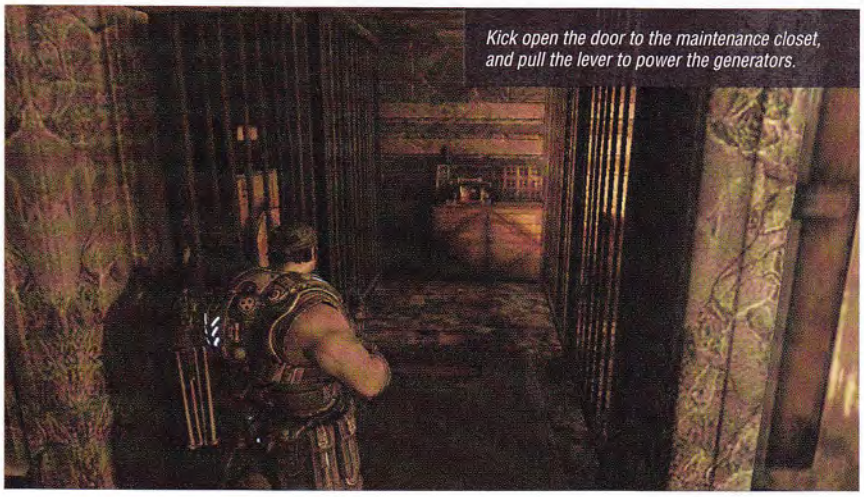
### CO-OP TACTIC

**The strength of multiple human partners can allow you to rush straight up the refinery stairs as soon as you kill the first couple of Stalk Pods. Have all of your human teammates focus on the Stalk Pods from just outside the subway tunnel, then sprint up the slope to claim the higher ground. This makes it much easier to pick off the remaining Lambent.**

OBJECTIVE

## C FIND A WAY TO POWER UP THE LOBBY

The refinery lobby is unpowered and abandoned. Take a minute to gather the ammo crates and Frag Grenades from behind the front desk. Locate the "Danger Keep Out" door that marks the maintenance closet. Kick it open to find a switch for the generators. Pull the lever to crank up the power.

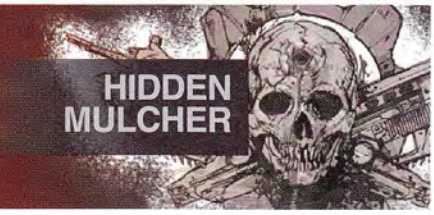


*Kick open the door to the maintenance closet, and pull the lever to power the generators.*

OBJECTIVE

## D CALL ONE OF THE ELEVATOR LIFTS

*A Mulcher is in the closet behind the door to the left of the entrance. You certainly can't hurt your chances by equipping this heavy weapon before you summon the elevator.*




Grab the Mulcher and take a moment to plant the Frag Grenades on the two large columns in the room's center. Then press any of the elevator call buttons. It doesn't matter which one you press, as they all deliver the same thing—and it's not the bellhop. Make sure the Frags are far enough apart that they don't chain react.

OBJECTIVE

## E DEFEAT THE FORMER HUMANS

Wave after wave of Formers floods the area. Use the Mulcher, Hammerburst, Lancer, or Gnasher, if you happen to have it, to blast them to dust. Stick to the center of the room near the rest of the squad.



*Even Formers can pose a threat when they attack by the dozen!*

Try to pick off any individuals before they trigger your Frags, as it's best to save them for large groups. The Formers enter from each of the elevators, as well as the floor vents. They eventually break down the doors flanking the front desk. Finish them off.

OBJECTIVE

## F FIND AN ALTERNATE WAY UPSTAIRS

The elevators obviously won't take the team up to the roof. Marcus has to find another way. If you just have the Snub Pistol, climb the stairs to the left of the lobby counter to get a Boltok. Otherwise, stick with the Gorgon if you have it. Drop onto the large wooden lift.

OBJECTIVE

## G PUSH THE CAR OFF THE ELEVATOR

The car acts as a counterweight for the lift. Push it off the side of the platform to start raising the lift to the refinery's upper levels. Stand back and equip the Sawed-Off Shotgun or any weapon you have that combines power and speed.




*Approach the car and shove it off the side of the lift to lighten the load.*

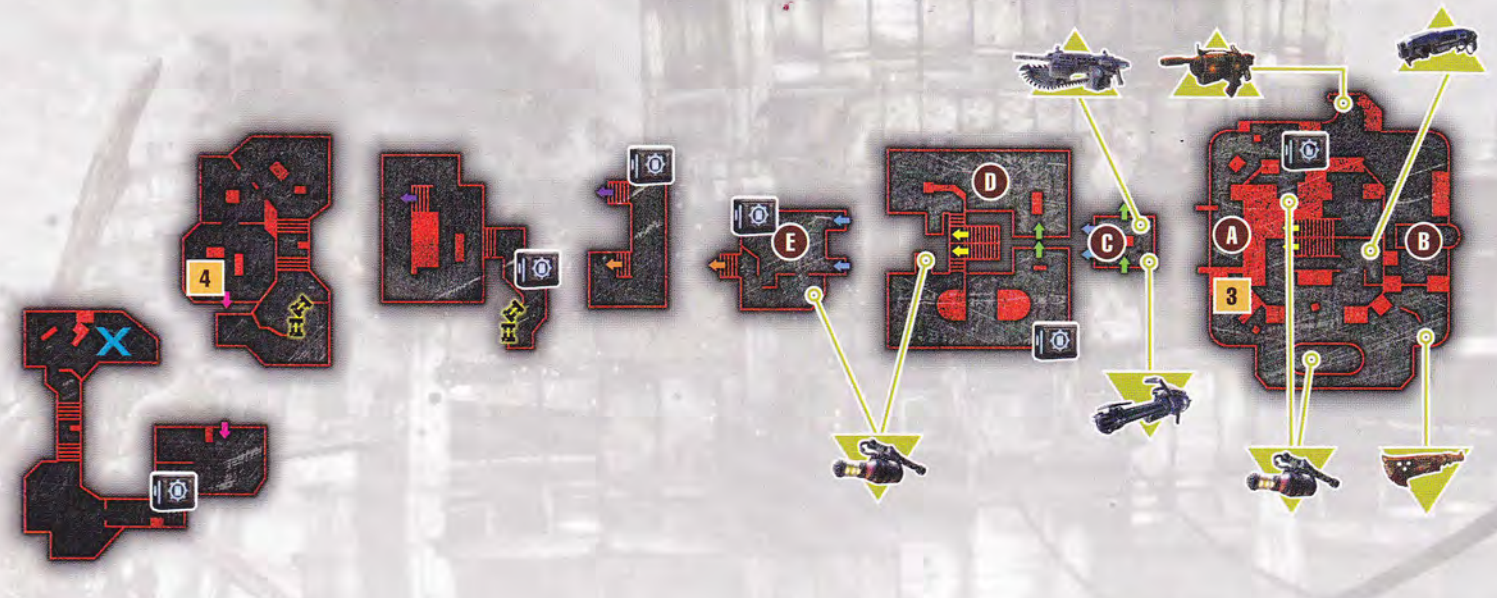
A Gunker smashes through the ceiling onto the platform. The Gunker's right arm is deadly, as you probably remember from the mean streets of Hanover. Stay behind and to the left of the Gunker while it lashes out at the other COGs on the lift. Slowly circle-strafe around it to keep it from targeting Marcus. To kill it, blast away with the Sawed-Off Shotgun or even the Gorgon Pistol. It won't attack with its Imulsion Bombs in such a confined space, and it doesn't rear back with its left arm like it does with its right. Stand behind its left shoulder and fire away.



*Don't panic at the sight of the Gunker. Just circle behind its left shoulder and keep firing.*

CHAPTER 03

# HANG 'EM HIGH




## OBJECTIVES

- A GET TO THE CABLE CAR.
- B START THE CABLE CAR.
- C DISABLE THE SAFETY RELEASE.
- D GET BACK TO THE CABLE CAR.
- E RESCUE DIZZY.

## COLLECTIBLES

3  FUEL ORDER

4  OLD MAGAZINE

## HOSTILES ENCOUNTERED



SPECIES: LAMBENT
ENEMY TYPE: FORMER



SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD



SPECIES: LOCUST
ENEMY TYPE: SHRIEKER

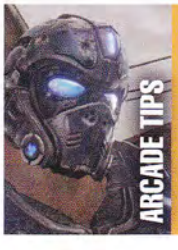
*The squad has reached the heights of the refinery, and the cable car isn't far. The reason for its delayed return is evident soon enough, in case the Gunker isn't enough of a clue. The sooner the Gears can get the cable car running and return to Griffin's offices, the quicker they can get their fuel, snag Dizzy, and be rid of this city once and for all.*

## GRIFFIN REFINERY

### OBJECTIVE

### A GET TO THE CABLE CAR

The Gears have reached the top of the tower; now they just need to find the cable car. Head left around the roof and grab the Incendiary Grenades atop the stairs on the right, along with the stray ammo. Continue over the ramp and off the ledge to the cable car straight ahead.




**If you're playing a fresh round of Arcade mode on this map, leave the Incendiary Grenades where they are. Rely on the Frag Grenades with which you start the round. This way, the Incendiary Grenades are there waiting for you when you need them later.**

OBJECTIVE

## B START THE CABLE CAR

Board the cable car and pull the starter cord to get it running. Surprisingly, the engine starts right up, but it's tethered to a safety release inside the building. It's always something...



*The cable car is loaded with tanks of fuel, and it even runs. Now, about that safety cable...*

OBJECTIVE

## C DISABLE THE SAFETY RELEASE

Continue around the roof's perimeter in a clockwise direction. Pass the barbed wire and watch for a Cleaver sticking out of a chunk of meat.

Just as Marcus and the others reach the stairs leading up into the refinery, a large swarm of Former Humans attacks from all corners of the roof. Use the Incendiary Grenades you found earlier, along with the Gnasher, to put them down.

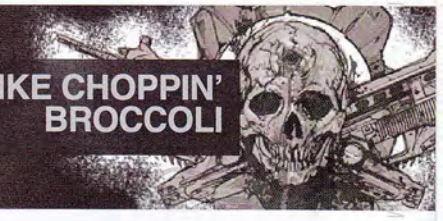
### RETRO CHARGE!

**This is a great opportunity to exploit the Retro Lancer's bayonet charge. It's extremely useful—and fun—against the Formers!**



*Help the others get through the barbed wire. Then prepare for an onslaught of Formers.*

*Using the Cleaver looks like a lot of fun, but it isn't especially useful. It's slow, unwieldy, and not very beneficial against Lambent. Although it can kill many types of foes with a single swing, the person wielding the Cleaver is sure to get doused in Imulsion at such close range. That said, if you want to experiment with it, this is the time to do it. The Cleaver can slice through Formers with such ease, you'll wonder why you ever wasted bullets on them.*



### LIKE CHOPPIN' BROCCOLI

Grab the extra pair of Incendiary Grenades in the trench near the base of the stairs, but don't use them in this fight. There are plenty more Formers to come.

### 3 FUEL ORDER

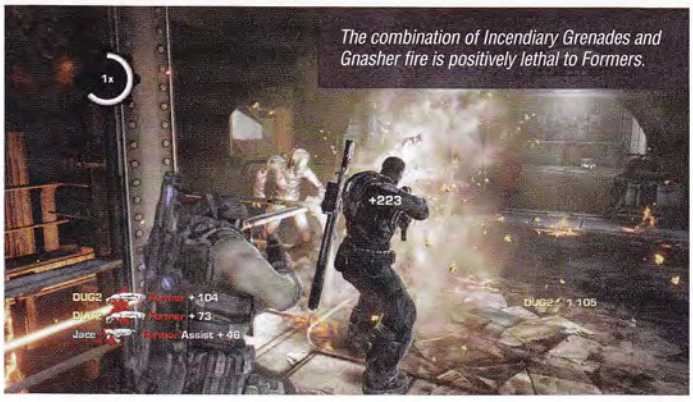




**Continue circling around the roof, past the trench and the stairs leading inside as far as you can go. You can see the corpse of a Griffin employee slumped against the barricade in the corner. The Fuel Order and a Retro Lancer are on the ground beside him.**

COLLECTIBLES

Load your Gnasher, climb the stairs, and enter the refinery interior. Multiple Formers lurk inside this area, crawling out from under each of the partially raised bay doors. Blast your way through the serpentine path. Stick to the right-hand side when you have the choice of taking an inner or outer path. Use the Incendiary Grenades from the trench against groups of Formers. Then return to the alcove where the first Former was and replenish your supply.



*The combination of Incendiary Grenades and Gnasher fire is positively lethal to Formers.*

Hold onto the second pair of Incendiary Grenades for after you disable the safety release, which is just ahead. A Lancer and a Mulcher lie on the ground next to the cable. Pick up the Lancer if you don't have one, and use its chainsaw to cut through the cable.


*The Lancer's chainsaw is just the tool you need to cut the cord holding back the cable car.*

## OBJECTIVE
## D GET BACK TO THE CABLE CAR

The squad can't go back the way they came, but the path ahead circles around to the area just before the cable car, not far from where they rode the lift up.


*Hip-firing the Mulcher takes some practice, but it's oh so rewarding.*

Pick up the Mulcher and, when the door opens, fire in bursts at the first few Formers that attack. Swing wide to avoid being overrun, and continue to hip-fire at the Formers until you're near cover against which you can lean.

You may find it easier to set the Mulcher down against side cover and aim it at the stream of Formers sprinting down the hall. Monitor its ammo count, and drop it as soon as its ammo supply runs dry. A great place to set up the Mulcher is against the column to the right of the metal bin with the Imulsion handprint on it.

Continue up the stairs and back outside to the rooftop. Drop off the ledge and head to the right to board the cable car.


*Set the Mulcher down against this column and watch the Formers sprint into oblivion.*

## OBJECTIVE
## E RESCUE DIZZY

The squad rides the cable car back across to the office tower, only to learn that Queen Myrrah and her Palace Guard have launched a violent attack. She's taking no prisoners and leaving no witnesses. Although she flees aboard her Tempest, she leaves behind a sizable force of Palace Guards and Shriekers.


*Don't underestimate the effectiveness of well-aimed Gorgon fire!*

The two Gas Barges fast approaching the cable car are a greater concern—they have the car surrounded. Take cover and open fire on the Palace Guard near the Multi-Turret. There are no ammo crates to detonate, and it's impossible to destroy the Gas Barges. The goal here is simply to survive the attack. Unless you're playing Arcade mode, it's a good idea to take out a couple of Palace Guards, then hunker down and conserve ammo. Try using your pistol to avoid exhausting too much assault rifle ammo.

### HUNKER DOWN

**If a Palace Guard is on the turret, err on the side of caution when it comes to poking your head above the cable car's side. Stay in cover on the side of the cable car nearest the enemy, and rely on blind-fire attacks when the turret is near.**



The cable car docks three floors below Griffin's office, where he and Dizzy are holed up. Head inside to find what few Stranded remain, along with several Palace Guards and Shriekers. Use the Gnasher to take down the Palace Guards. Then swap out the Gnasher for one of the Palace Guard's dropped Torque Bows. Keep the Lancer or Retro Lancer on hand for dealing with the Shriekers.



*Use your standard weapons to kill the first Palace Guard wave, and then lay claim to the dropped Torque Bows.*



## FRIENDS IN HIGH PLACES

*The Stranded can revive you. Griffin and his employees might hate the COG with all of their guts, but deep down they know the COG are the only ones powerful enough to help fend off an attack of this scale. You can't keep the Stranded alive for long, but they give you as much help as they can in the meantime.*

Fight your way through the hallways inside, keeping your eyes peeled for additional Torque Bow ammo. Use the Torque Bow against the Palace Guards for an instant kill. Stay in cover, spot your target, and hold the Fire Weapon button long enough to draw the trajectory reticle taut—this ensures that the arrow sticks.

Make your way down the hall to where the stairs come in from the left. This area is often crawling with both Shriekers and Palace Guards. It isn't a bad spot to use an Incendiary Grenade if you still have one. Climb the stairs and proceed to the ladders leading up to the rooftop terrace.



*Incendiary Grenades and Torque Bow arrows provide a deadly combination.*

Take cover near the flaming crates atop the landing. Wait for the Shriekers and Palace Guards to come into view down the hall ahead of you. Let the squad focus on the Palace Guards while you take out the Shriekers which, believe it or not, can pose an even bigger threat.

Fight your way over to the inner hall around the corner. Take cover on either side of the doorway outside Griffin's office, or behind the crates if they're still standing. Multiple Palace Guards are in this area. Try to stick one of them with a fully drawn Torque Bow arrow, preferably with Active Reload, or toss another Incendiary Grenade.



*Survey the office from the outer hall, and burn the Palace Guard with a well-thrown Incendiary Grenade.*

## 4 OLD MAGAZINE



Griffin tossed an Old Magazine under the furniture in his office. The cover features him atop Griffin Imulsion Corporation's corporate hierarchy. To find the collectible, take the Lancer's chainsaw to the right-hand couch (as viewed facing the desk). You might have to rummage a bit for it amongst the couch debris.




## SHOOT THE GAP

Fire a Torque Bow arrow through the metal fence in the flaming section just beyond the office. This helps save a Stranded... temporarily. It also gives you one fewer Palace Guard to confront face-to-face later.

You're not far from Dizzy now. Move up the ramp where the ammo crate is, and continue using the Torque Bow to take out the Palace Guards. Just be patient here. Avoid rushing out into the open, or numerous Shriekers will rip you to shreds.

You can get a clean shot at the final two or three Palace Guards that have Dizzy and Griffin pinned down on the upper balcony. Stay within the hallway near the stairs and fire your arrows from there. Talk with Griffin to settle the deal and be on your way.



*Shoot the Palace Guard through the metal fence. Then advance up the ramp on the left.*



*There are no easier shots than the ones you make on enemies facing the other way.*

## FUTURE PREPARATIONS

You'll be in a much better position for tackling the next chapter if you salvage a few Torque Bow arrows at the end of this rescue attempt. Gather the Torque Bow ammo from your final victims before you approach Dizzy and Griffin. Try to bring a Torque Bow and either the Lancer or a Hammerburst with you to the shipyard.



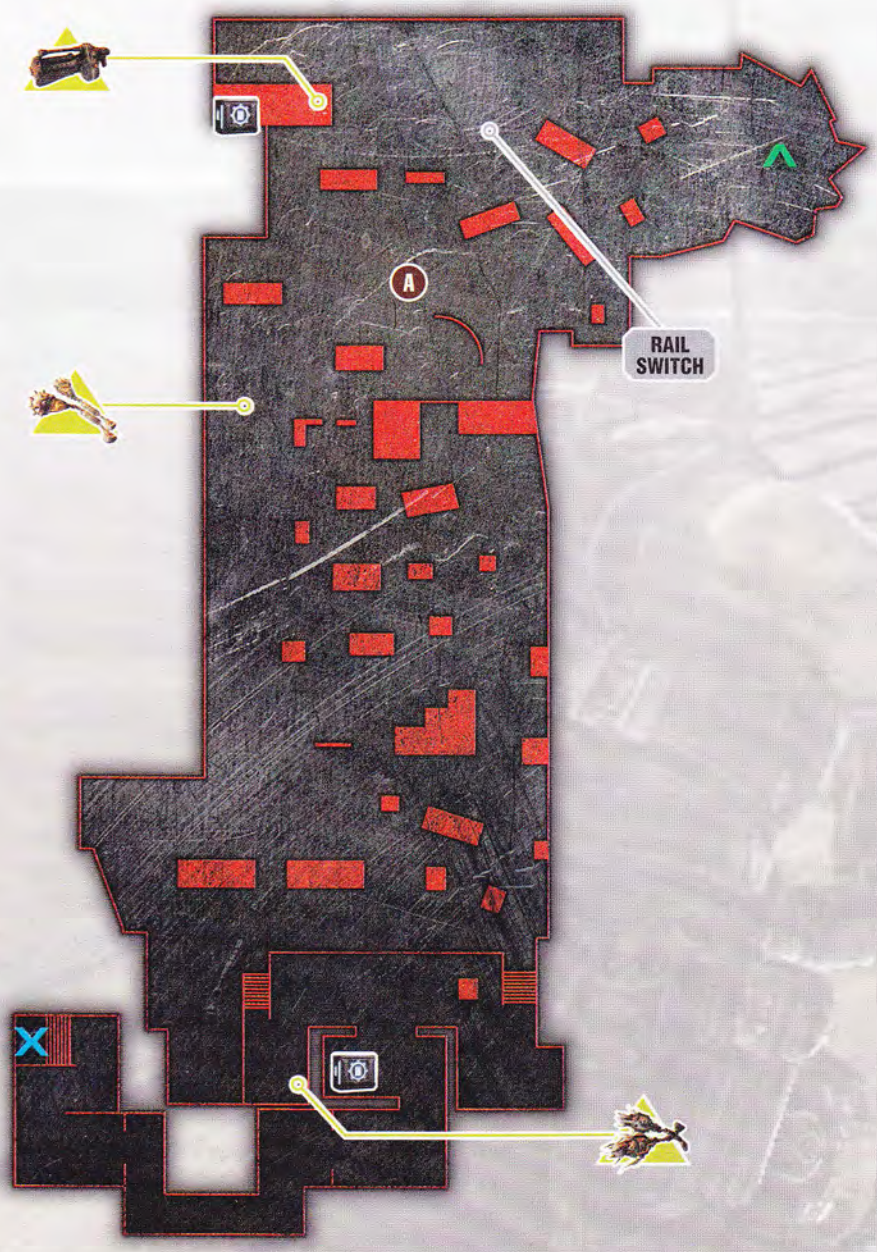
CHAPTER 04

ENDEAVOUR, DECOMMISSIONED COG NAVAL SHIPYARD

11:27 HOURS

# BATTEN DOWN THE HATCHES

*The Locust attack, and Griffin's subsequent departure on the cable car leaves the COG without the fuel for which they came. At least they have Dizzy back in one piece. The fuel is still a concern, but first they have to find a working submarine. The squad drives to a dormant shipyard believed to house a submarine they can captain to Azura. With any luck, the staff fled before they scrapped the entire fleet.*




## OBJECTIVES

- **A** SEARCH THE SHIPYARD FOR A SUBMARINE HANGAR.
- **B** LOOK FOR ANOTHER SUB HANGAR.

## COLLECTIBLES

5 

CLIPPING

## HOSTILES ENCOUNTERED

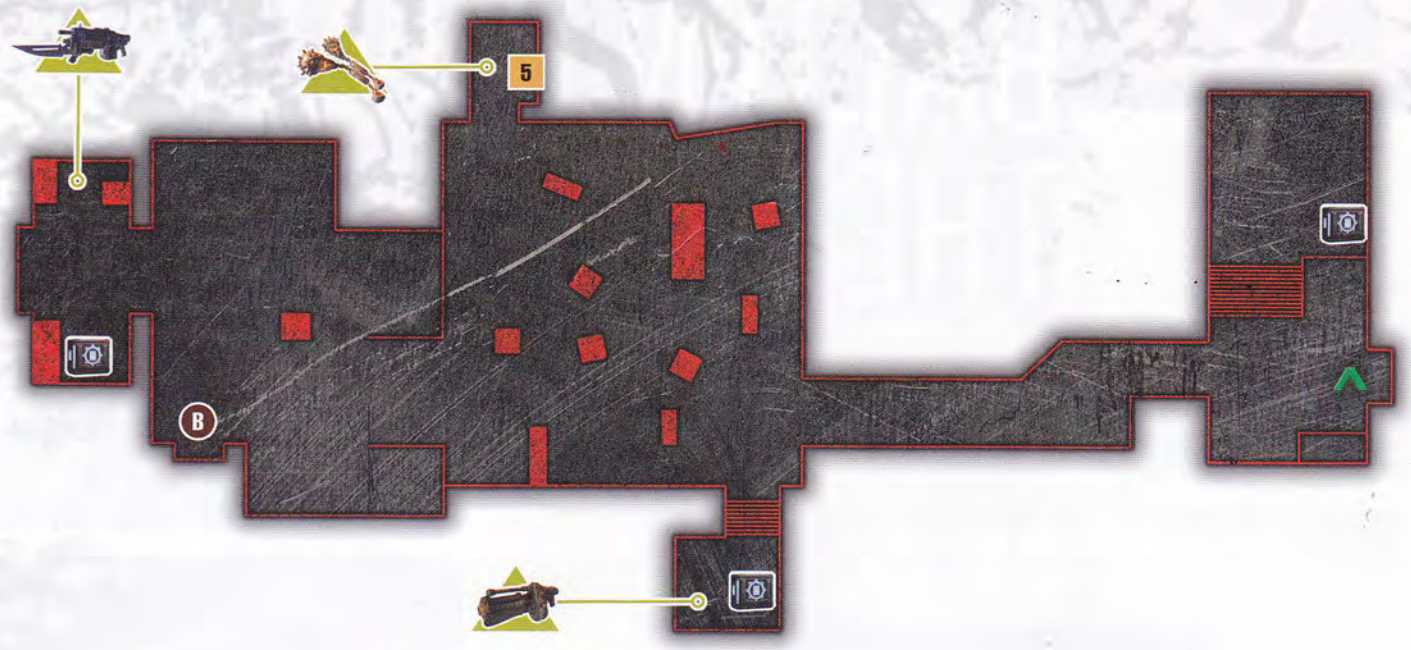

SPECIES: LOCUST
ENEMY TYPE: SHRIEKER


SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD


SPECIES: LOCUST
ENEMY TYPE: BOOMER


SPECIES: LOCUST
ENEMY TYPE: DRONE


SPECIES: LOCUST
ENEMY TYPE: SERAPEDE




# SHIPYARD

**OBJECTIVE**

## A SEARCH THE SHIPYARD FOR A SUBMARINE HANGAR

Shriekers attack the Gears the moment they arrive at the shipyard. Take cover and use the assault rifle to blast them out of the sky. Don't waste too much ammo on them, as your A.I. squad mates are quite good at knocking them out of the air.

A Gas Barge soon appears and deploys a large contingent of Palace Guards, along with a Boomer. One of the Palace Guards mounts the turret in the security hut. The others move in from the shipyard's far side. The Gas Barge fires a Boomshot rocket or two at you, so keep your eyes peeled and your head down until it departs.

From cover, use the Torque Bow you hopefully have from the previous mission to take out the turret. If you don't have a Torque Bow, use the Hammerburst or get a grenade in there.




*Kill the Shriekers. Then hang back behind cover and wait for the Gas Barge to vacate the area.*

### RAIL CAR COVER

*Pull the lever for the Rail C car, and move into cover behind it. Marcus automatically crouches and walks alongside the car all the way around the bend, to where the car stops beneath the roof. This creates a perfect flanking opportunity for shots on the Palace Guards and Boomer. Use the Torque Bow or even your assault rifle to pick off the enemies while your allies distract them.*










*Advance along the left side to kill the Boomer. Then flank right and take out the Palace Guards.*

Gather additional Torque Bow ammo, and swap out your assault rifle for the dropped Boomshot. Equip your pistol and proceed across the yard to the left, beyond the security checkpoint. Another batch of Shriekers attacks at close range, followed by another Boomer in the distance on the left. Use the Boomshot you acquired earlier to take out this Boomer. Then use the Torque Bow to pick off the Palace Guards that spread out across the upper walkway near the submarine hangar's entrance.



*This won't do at all.*

Grab the Incendiary Grenades in the back-left corner, or the Ink Grenade in the far right corner. Swap out your spent power weapon for an assault rifle. You can get more Boomshot ammo shortly. We recommend pairing either the Boomshot and Hammerburst or the Torque Bow and Lancer. You want a precision ranged weapon, along with something that has additional oomph.

Enter Hangar 1 and proceed through the web-draped catwalk and out the back side. The squad must look for another hangar in the hope of finding a vessel that's far more seaworthy.

OBJECTIVE

## B LOOK FOR ANOTHER SUB HANGAR

Exit the hangar and grab the ammo on the right before you cross the wooden gangway to the container yard outside Hangar 2. Boomshot ammo is up the steps to the left.

Move to the shipyard's center to draw out the Palace Guard who releases a Serapede. Take cover and use the Torque Bow or Hammerburst to eliminate the Palace Guard who pulled the lever. You don't want him taking potshots at your crew while you fight the Serapede.



### UNDERSTANDING THE SERAPEDE

*The Serapede is essentially a massive, armor-plated centipede with an electrical sting. It picks a human target and pursues it relentlessly in an attempt to rear up and sting the victim with its electrified bite. Its trailing segment's tail end is its only vulnerable spot. Shoot the glowing end of the Serapede to rupture its segmented body piece by piece. To kill it, shoot all of the segments save its head and the two segments nearest it. The Serapede rears up and hisses when you shoot it in the head.*



The Serapede's electrical sting inflicts potent damage and stuns the player, making it hard to escape its clutches. It is armor plated, and its weakness is the electrified jelly in its tail. Fire at its rear end to rupture it segment by segment. Each Hammerburst shot destroys a section of its body, so assault it as fast as you can. Stay behind or to its side. The Serapede turns its attention to whoever shoots three segments off its body. The Serapede's turning radius tightens and its speed increase as it gets shorter. This makes it harder to finish without explosives or assistance from other Gears.



*Seize the moment when the Serapede pursues a squadmate and fire at its tail end.*

## SHORTCUT THE SERAPEDE'S DEATH

**You can use a weapon like the Boomshot, Hammer of Dawn, or OneShot to kill the Serapede much faster. Nail one of the destructible segments with one of these weapons to penetrate the armor, rupturing the targeted segment and all those behind it.**

Another Serapede is released into the area, along with three Drones who take up sniping positions with Longshots. Again, move into cover and focus on the snipers first. Use the Point of Interest button to move quickly from one sniper to the other. Employ the Torque Bow or Hammerburst to drop each of them.



*The Serapede turns its attention to Marcus if you manage to shoot off three of its segments. Roadie Run and somersault to flank around it.*

Finish off the second Serapede the same way you did the first. If you haven't already, collect the available Boomshot ammo in this area. Ammo and a Retro lancer are in the room straight ahead. Enter the hangar through the doors on the left to find the sub that Hoffman mentioned.

## 5 CLIPPING




**Face the back of the shipyard near the second hangar. Locate the blue container with the COG logo on the right. Maneuver behind this container to find an alcove with a Frag Grenade and this collectible, a remnant of an old tabloid magazine about missing scientists.**



COLLECTIBLES

CHAPTER 05

ENDEAVOUR, DECOMMISSIONED COG NAVAL SHIPYARD — 11:27 HOURS

# BON VOYAGE




## COLLECTIBLES

- 6 — BULLETIN
- 7 — COG TAG
- 8 — MAINTENANCE MANUAL

## OBJECTIVES

- A FIND THE ROTOR.
- B USE THE LOADER TO PICK UP THE ROTOR.
- C CARRY THE ROTOR BACK TO THE SUB.
- D FIND FUEL FOR THE SUBMARINE.
- E USE THE BROW TO GET ONTO THE COG CARGO SHIP.
- F USE THE CRANE TO PUT THE FUEL ON THE CONVEYOR.
- G PROTECT THE FUEL FROM THE COUNTERATTACK.
- H ESCORT THE SUBMARINE TO THE WATER DOCK.
- I DEFEAT THE ARMORED KANTUS.
- J USE THE VALVE CONTROL TO FLOOD THE DOCK.

*Hoffman's memory wasn't playing tricks on him; there really was a submarine that had yet to be scrapped at the shipyard. Unfortunately, it needs a new rotor and, of course, there's a small matter of finding fuel for it. Dizzy hangs back and watches the sub, while Marcus, Jace, Anya, and Sam head out to search for parts and fuel.*

## HOSTILES ENCOUNTERED


SPECIES: LOCUST
ENEMY TYPE: SHRIEKER


SPECIES: LOCUST
ENEMY TYPE: WRETCH


SPECIES: LOCUST
ENEMY TYPE: TICKER


SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD


SPECIES: LOCUST
ENEMY TYPE: GRENADIER ELITE


SPECIES: LOCUST
ENEMY TYPE: BOOMER


SPECIES: LOCUST
ENEMY TYPE: DRONE


SPECIES: LOCUST
ENEMY TYPE: SERAPEDE


SPECIES: LOCUST
ENEMY TYPE: GRINDER


SPECIES: LOCUST
ENEMY TYPE: KANTUS


SPECIES: LOCUST
ENEMY TYPE: ARMORED KANTUS



**TEMPORARY SPLIT PATH**

*This split path is unlike others in that you have to explore both routes in their entirety. The rotor search heads to the maintenance bay, whereas the fuel search leads the COG team to the dockyard. We recommend tackling them in order, but the choice is yours. Simply skip ahead to the section dealing with the fuel if you'd rather do them in reverse order.*

# MAINTENANCE BAY

**OBJECTIVE**

## A FIND THE ROTOR

Begin searching for the maintenance bay via the room on the left. Quickly open fire on the Wretches, then backpedal, hip fire, and melee. You can knock both Wretches and Tickers backward with a melee strike. This is great for creating a little breathing space in an otherwise cramped storage room.

Proceed outside and take cover behind the pile of pipes. Multiple Palace Guards and Grenadiers attack in close proximity. Use the Hammerburst or Lancer to down the ones with the Torque Bows. Then swap out your Gnasher for a Torque Bow. Hang back behind the pipes or columns, and don't advance too far.


*Advance no further than this stack of pipes until you defeat the initial Palace Guard wave.*

Continue to the generators and winches at the edge of the tracks—note the Troikas ahead! More importantly, a number of Shriekers is fast approaching! Stay behind cover from the turrets, and take out the Shriekers.


*Keep your head down, and blind fire in pulses at the Shriekers. Remember that they can dodge only once every two seconds.*

### ON-RAILS EXPLOSIONS

**Stacks of unstable artillery shells are in the carts on the tracks. Rush forward and give each cart a push to send the ordnance careening down the hill into the wall beside each of the Troikas. Do this for each cart to take out the Troikas very easily. Be careful, as the turrets and Shriekers spray the missiles with machinegun fire while you push them—they can detonate. This is easier with a co-op partner who can distract the Troikas.**

The sidebar tip describes using the carts of unstable ordnance to take out the Troikas. Another way is to use a Torque Bow dropped by a Palace Guard. Aim a highly charged arrow into the front of the turret. Don't worry about targeting the Drone that mans the Troika—just stick the arrow into the mounted gun to score the kill with splash damage.

Grab the Incendiary Grenades from the container on the lower right corner, and continue through the door on the left. Call the lift, collect the available ammo, and then ride the lift upward.

Immediately take cover behind the half wall where the Longshot is. Use up any remaining Torque Bow arrows, and then grab the Longshot to start sniping. Target the Kantus and then the Boomer approaching at close range. Hit it with Incendiary Grenades and the Torque Bow or Hammerburst. Use the Longshot to snipe the Grinder on the stairs far to the right.



*Take cover, load the Longshot, and snipe the Kantus on the ship's roof in the area's center.*

*The Kantus on the ship's roof straight ahead should be your first target. The Kantus can revive downed Locust from afar—humanoids only, though. Its shrieks also revitalize the enemies, giving them added ferocity.*

## KANTUS AT TWELVE O'CLOCK

If you run out of power weaponry and explosives when the second Palace Guard wave closes in, you can sprint through the building to the left and move up the side to a prime flanking position.



*Advance through the corridor to the far left and flank the enemies.*

Pick off other Palace Guards near the Boomer, and gather the weapons. A Gas Barge soon appears, along with a number of Shriekers. Stay back in cover, and use the assault rifle to kill the Shriekers. Switch to the Torque Bow or Longshot to nail the Palace Guards as they rappel from the Gas Barge in the distance. Advance along the ship's left side and grab the Boomshot that the Boomer drops—save it for later. Use a power weapon and an Incendiary Grenade to take out the remaining Palace Guards.

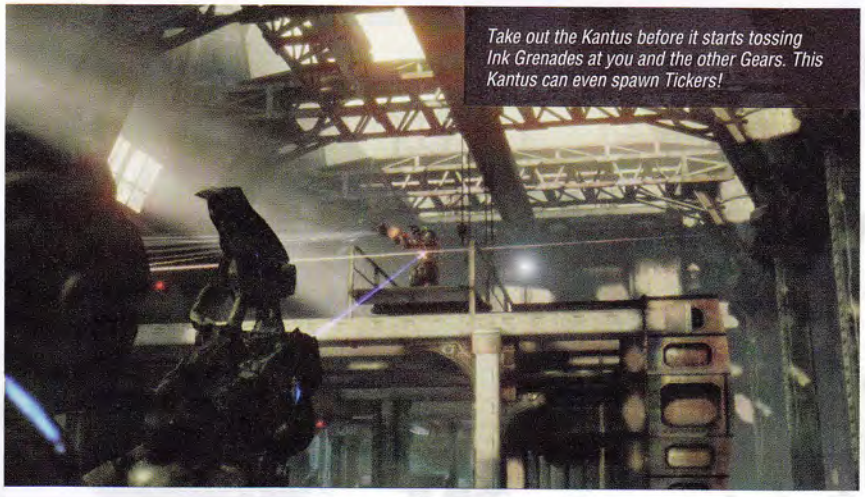


*The Palace Guards march along a narrow path from the Gas Barge toward your position—perfect for sniping!*

## ALTERNATE STRATEGY

*You can put this battle on fast-forward by rushing the ship immediately from the right-hand side. Take out the Kantus and Grinder, and take cover near the fallen Mulcher. The Shriekers spawn at close range, which is a concern. But this puts you in a good position to mow down the Palace Guards with the Mulcher as they rappel from the Gas Barge.*

Follow Jace's suggestion and enter the maintenance bay in the back-left corner. Multiple enemies are inside the maintenance bay, including a Kantus on an upper walkway and a slow-moving Mauler down low. First target the Kantus with any ranged weapon you have. Then sprint across the upper level where you enter to grab the Incendiary Grenades. Lob one down to the Mauler and Palace Guards at the base of the stairs.



*Take out the Kantus before it starts tossing Ink Grenades at you and the other Gears. This Kantus can even spawn Tickers!*

## 6 BULLETIN




Descend the steps in the maintenance bay toward the hulk of a decommissioned hull, and turn left to enter the storage area. Round the corner to locate this Bulletin. It alerts the shipyard workers to expedite their preparations.



COLLECTIBLES

Pick up the Boomshield and make your way up the slope toward the Palace Guards and Grenadiers further ahead. Keep the Boomshield in front of you, and use the Gorgon Pistol to attack. Fight your way up the ramps, grab the ammo, and switch to the Gnasher to finish off the two Palace Guards atop the steps in the corner. The rotor you seek is on a wooden pallet directly ahead.



*It's tough to beat a Boomshield and Gorgon Pistol.*

## CO-OP TACTIC

The Mauler isn't the only source of a Boomshield in the maintenance bay. A second one is on the ground beyond the first stairs. This means two of your teammates can lead the way with Boomshields. The others can follow behind and shoot suppressing fire over the shield carriers' shoulders. SWAT-style tactics like this are imperative when you play on Insane mode, especially if you have three or four human players.

OBJECTIVE

## B USE THE LOADER TO PICK UP THE ROTOR

Circle around the top of the walkway to find a loader.

### KANTUS AMMO DROP

**Depending on how quickly you kill the Kantus when you enter this area, you may find an Ink Grenade and Gorgon Pistol near the catwalk's edge where he is killed.**

Board the loader and pick up the rotor just as Cole did back at Hanover. Step onto the large plate in the floor adorned with the loader's silhouette. This pressure-sensitive plate controls the door that only a loader can open.



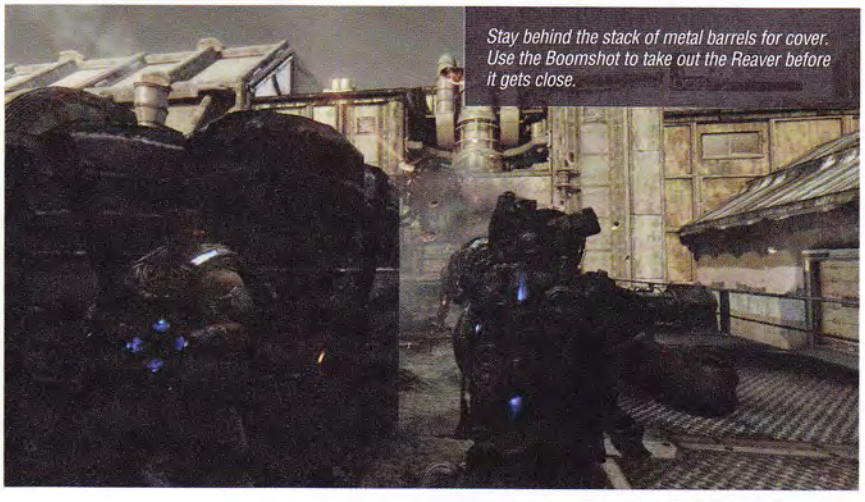
*The only way to open the door leading back to the sub is to stand on the floor panel with the loader.*

OBJECTIVE

## C CARRY THE ROTOR BACK TO THE SUB

Step onto the loader floor plate to open the next door. There's a delay while the previous door closes and the next one opens. This is normal; just be patient and head outside, where a massive Locust attack is being staged. Quickly steer the loader behind cover—the stack of metal barrels is a good place—and hop out.

Wretches attack first. Leave them for your squadmates to handle. Swap out your shotgun for the Boomshot on the ground to the left. Lob an Incendiary Grenade at the Boomer and Palace Guard moving in on the right. "Spot" any other enemies to focus your squad's attention on them. Try to conserve the four Boomshot rockets for when the Reaver arrives. Stay in cover and take out the Reaver with the Boomshot.



*Stay behind the stack of metal barrels for cover. Use the Boomshot to take out the Reaver before it gets close.*

Get the extra set of Incendiary Grenades from atop the stairs on the left. Then board the loader and pilot it onto the floor panel to open the submarine bay door. Now that Dizzy has the rotor, it's time to search for the fuel. (Skip ahead to the escort sequence if you've already located the fuel.)

# DOCKYARD

**OBJECTIVE**

## D FIND FUEL FOR THE SUBMARINE

Before you leave the submarine bay, equip the Longshot and an assault rifle of your choosing from the weapon racks near the wall. Climb the stairs to the adjacent hangar and immediately take cover. Use the Longshot to snipe the Kantus up high. Then fire at the Troika and the Palace Guards spread throughout the area.



*Cover swap between the metal crates and wooden pallets to get an angle on the Troika.*



## 7 COG TAG

**Defeat the area's enemies and then cross the remnants of the decommissioned vessel. Keep your eyes peeled for a Crimson Omen on a container to the right. Descend the steps, loop around the side of the hangar, and search the area behind the containers to find this hidden COG Tag.**



COLLECTIBLES

Continue through the door to the dockyard where a set of tracks is on the ground. Use the Longshot from nearby cover to pick off the Palace Guard near the blue container outside. Then make a sprint to the Silverback storage bay on the right. Pull the lever to open it, and hop aboard the Silverback inside.

Use the Silverback's guns to rip through the Palace Guards and any Bloodmounts that are too close to risk using a rocket. Exit the shed, proceed around cover, and press the A Button to make the Silverback hunker down and initiate its rocket mode. Use rockets to take out Bloodmounts and any groups of Palace Guards down on the ground.



*Hang back out of the cargo ship's range and open fire on the Bloodmounts just beyond the pipes first.*

Fire rockets at the Locust manning the turrets, as well as those preparing Torque Bow attacks from atop the cargo ship's deck. You can reload manually before you fire all four rockets. Do this to take advantage of lulls in the battle, as more Palace Guards move in to replace those you kill. Be careful with your aim, and compensate for the rocket's relatively sluggish pace by leading targets that are in motion. Walk the Silverback out past the Rail C control lever, to where the squad identifies the fuel on the cargo ship.




*Make your way to the Rail C control lever. Use the Silverback's rockets to thin the Palace Guard herd atop the cargo ship.*

OBJECTIVE

## E USE THE BROW TO GET ONTO THE COG CARGO SHIP

The brow, or *ramp*, is far off to the left; it needs to slide into its proper position to the right. Unfortunately, the lever controlling the brow's position is far to the right. This requires a lengthy walk under fire from the shipboard turrets and Palace Guards.




**A great way to maximize points is to wait to move the brow into position until after you kill all of the Palace Guards atop the cargo ship. They continue to spawn for quite some time, but not forever. Use the Silverback's unlimited ammunition to take out as many as you can from the dock.**

You can run to the controls in the Silverback if it's still in good shape. Another option is to pull the lever on the Rail C controls and slide into cover against the two small carts. The carts move along the tracks from left to right. Marcus walks along, in cover behind them, just as before.



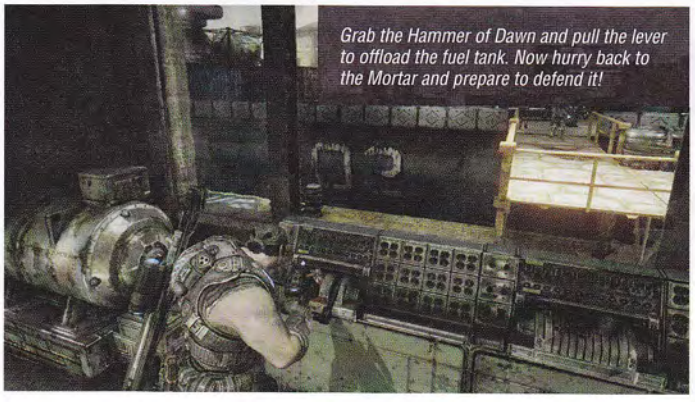
*Blind fire over the carts to keep pressure on the Locust. Then pull the control lever.*

OBJECTIVE

## F USE THE CRANE TO PUT THE FUEL ONTO THE CONVEYOR

Board the Silverback and pilot it up onto the cargo ship's deck. Use it to take out the Kantus that exits the control room in the distance. No additional Palace Guards spawn on the deck once you ascend the brow. Kill those that are still there, and rest easy knowing that no additional enemies will spawn. Finish off the others. Note the Mortar in the container on the left—leave it there for the time being. Exit the Silverback.

Enter the Crane Control room, load up on assault rifle ammo, and equip the Hammer of Dawn. Pull the lever for the crane. The crane automatically moves the fuel onto the conveyor to initiate delivery to Dizzy.



*Grab the Hammer of Dawn and pull the lever to offload the fuel tank. Now hurry back to the Mortar and prepare to defend it!*

OBJECTIVE

## G PROTECT THE FUEL FROM THE COUNTERATTACK



*Use the Mortar from cover near the crane control room until the Gas Barge vacates the area.*

Sprint out of the crane control room and grab the Mortar from the container on the right. Rush into cover and rain Mortar fire near the rail tracks where you were earlier. The Locust are trying to board the cargo ship and stop the fuel transfer—it's up to you to stop them!

Carpet bomb the area near the Gas Barge as it deploys a small army of Palace Guards. You have three shots, so make them count. Fire the third one shallow, toward the brow, just in case some slipped past the earlier salvos and are on their way up the ramp.

Cast aside the spent Mortar. Equip the Hammer of Dawn to deal with the inbound Reavers and Bloodmounts. Try to aim tight within a group of enemies, and then "paint" the ground with the Hammer, continuing to hold the trigger to take out the others nearby.

Use up the Hammer of Dawn's energy. Then man the nearby Troika to finish off the others as they march toward the brow. Turn around and exit the area via the door to the left of the crane control room.



*Focus on the stationary Reavers to fix the satellites. Then guide the beam across the ground toward nearby Bloodmounts.*

# SUBMERSIVE HANGAR

**OBJECTIVE**

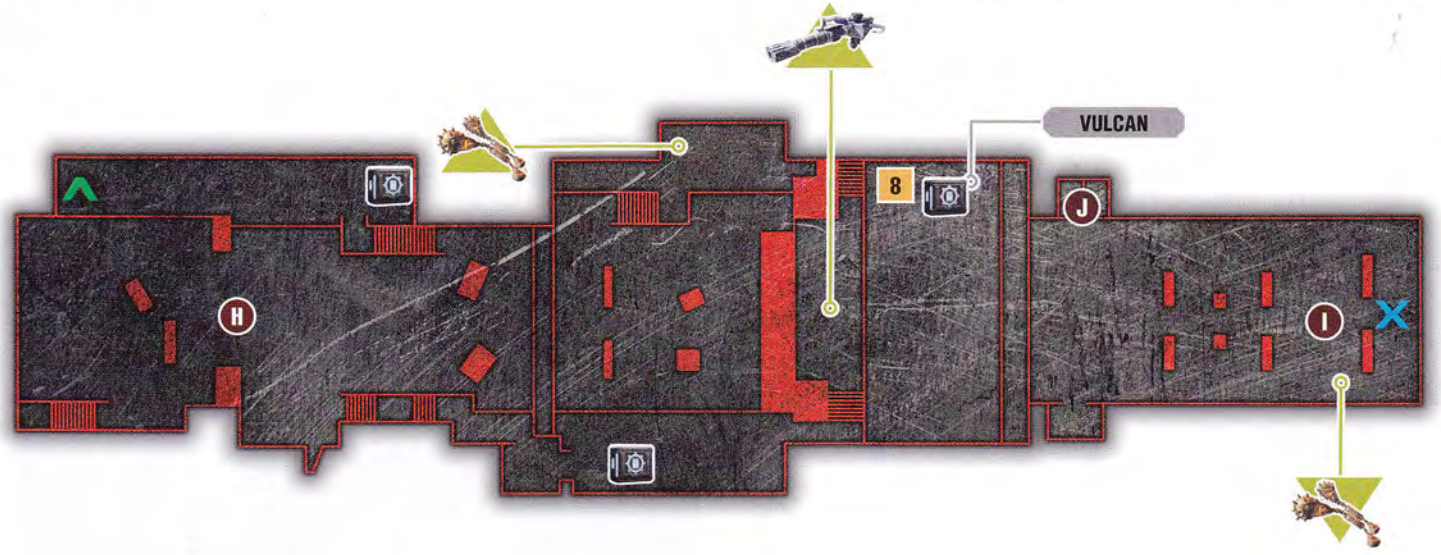
## H ESCORT THE SUB TO THE WATER DOCK

Dizzy will open each of the hangar doors while the sub progresses on the overhead pulleys. Massive Locust defenses are within each section en route to the dock. Marcus and the others split up, two to a side, and escort the sub to safety.

The first door opens and two Locust attack, one on the steps in the next room and, more importantly, one behind the pallets. Use the assault rifle to cut through the pallets and reduce his cover, and then mow him down. Kill the one on the stairs and take its Torque Bow. Lend support to the other two squad mates on the ground; heave a long-distance Incendiary Grenade at the Boomers on the floor below.



*Take cover to avoid the incoming Torque Bow arrow. Then rush in for the kill and claim the weapon.*





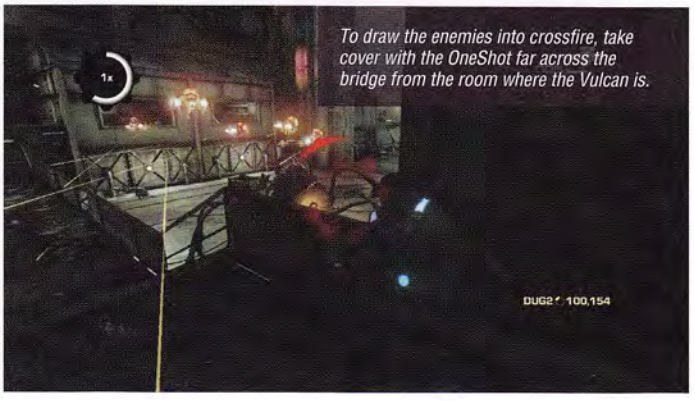

*Slide into cover and use the Longshot or Torque Bow to take out the Boomer pronto!*

When the second gate opens, a Boomer, Shriekers, and Palace Guards attack. First use ranged weapons to take out the Boomer. Then switch to an assault rifle and focus on the Shriekers. Finish off the Palace Guards using the tactics that have gotten you this far.

The third and final set of hangar doors is just ahead. The foursome is back together for the final battles, and it's a good thing too! Grab the Frag Grenades and move to the bridge's center to join Jace and Sam. Pick up the OneShot and use it against the Boomer, Grinder, and Kantus that attack. Carry the OneShot up the stairs on the center bridge's far side to have a bit of cover from the Reaver's attacks. You want to be high to get a clean shot at it and to be above its rocket blasts.



*Toss a single Frag Grenade at the encroaching enemies, but hold onto your other explosives for enemies to come.*



*To draw the enemies into crossfire, take cover with the OneShot far across the bridge from the room where the Vulcan is.*

## CO-OP TACTIC

A Vulcan and Vulcan Ammo Box are in the room atop the stairs on the left, where the collectible is located. Use the Vulcan to fire down on the enemies from within the room. This draws their attention and makes catching the Reaver in a crossfire with the Vulcan and OneShot easier. The inability to get into cover with the Vulcan all but necessitates using this weapon only in co-op situations, as it really pays to have someone on the bridge with the OneShot drawing the Locust's attention.

## 8 MAINTENANCE MANUAL



Enter the office atop the stairs just inside the third set of hangar doors. Find this collectible on the floor to the left. Some ammo, Incendiary Grenades, and a Vulcan are also up here.



COLLECTIBLES

Descend the ramp to ground level. You can't carry the OneShot over the obstacles, but you can pick up the dropped Boomshot and Mulcher on the other side. Carry both of them beyond the third door to the water dock. Also look for the Gorgon SMG that the Kantus dropped.

OBJECTIVE

## I DEFEAT THE ARMORED KANTUS

The battle is about to get a lot tougher with the introduction of the Armored Kantus. The Armored Kantus has incredibly resilient armor that makes most bullets bounce right off. It can resurrect fallen enemies and roll up and zip across the floor in a buzz-saw-like attack. The Armored Kantus is equipped with dual Gorgon SMGs.

The Armored Kantus is your top priority, and using explosives against it is all but mandatory. The Boomshot, Torque Bow, and Frag Grenades are most useful. It's also vulnerable to flame-based weapons. You can also shoot the Armored Kantus in the face, particularly in its open mouth when it screams.

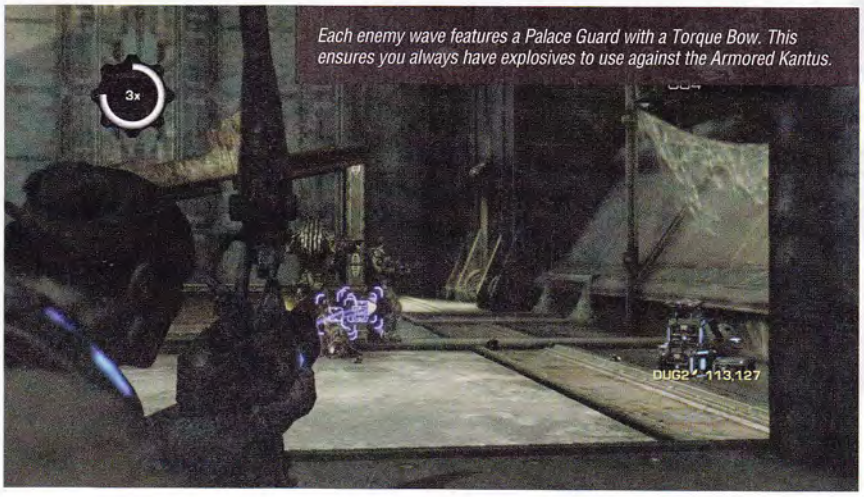


*Hit the Armored Kantus with a Boomshot or Frag Grenade to make it scream. Then fire at its mouth with a rifle or Gorgon SMG.*

### ARMORED KANTUS TAKEDOWNS

*The most efficient way to kill an Armored Kantus is to hit it with explosives to make it stumble. It stands up and lets out ear-piercing scream. To kill it, switch weapons and shoot it in the mouth during this scream. Though you can fire a Torque Bow arrow straight through the Armored Kantus' mouth without first making it stumble, it doesn't often scream on its own volition—you have to make it happen. Pairing the Boomshot with the Gorgon SMG works extremely well.*

Use the weapons you have to kill the lone Armored Kantus. Then pick up the Mulcher and mow down the others in the area. Three waves of reinforcements attack next, including multiple Armored Kantus and two Serapedes, along with more Palace Guards.



*Each enemy wave features a Palace Guard with a Torque Bow. This ensures you always have explosives to use against the Armored Kantus.*

### SERAPEDES FOR LAST

**The Serapedes leave you alone as long as you don't shoot three segments off their bodies. Don't complicate your battle against the Armored Kantus by inciting the Serapedes' ire! Wait until you kill all other enemies before you turn your attention to the Serapedes.**

Continue using your explosive weaponry, and focus on the Armored Kantus. Keep cover and obstacles between you and them to avoid their buzz saw attack. They often yell after they exit their spin attack. Stand back and fire at their mouths!

OBJECTIVE

## J USE THE VALVE CONTROL WHEEL TO FLOOD THE DOCK

It's time to set sail for Azura—or at least meet up with Cole and Baird outside the Maelstrom. Enter the small control shed near the third door, and turn the wheel to flood the dock and head out to sea.

CHAPTER 06

SOUTHERN SERANO OCEAN — THE FOLLOWING DAY, 14:13 HOURS

# WATERY GRAVE

**OBJECTIVES**

- A TRAVEL TO AZURA.
- B DESTROY THE BOARDS.
- C PROTECT THE SUBMARINE.
- D CLEAR A PATH THROUGH THE MINES.
- E SHOOT DOWN THE TORPEDOES.
- F DESTROY THE DOOR.
- G DESTROY THE TURRETS.

**HOSTILES ENCOUNTERED**



SPECIES: UNKNOWN

ENEMY TYPE: MANGLER

*It took some doing, but Dizzy repaired and fueled the submarine with the parts you recovered. Despite its age, the old sub has proven seaworthy, much to the relief of everyone aboard, especially Jace. The crew managed to make it through the night without incident, and they're about to pass beneath the Maelstrom. Azura isn't far ahead!*

## ABOARD THE SUB

OBJECTIVE

### A TRAVEL TO AZURA

With Dizzy at the helm, Marcus and the others each have their own separate gun pods. These pods rotate 360 degrees and have roughly 60 degrees of tilt. Take a moment to pan around inside your pod—Marcus is positioned on the sub's front-right side. Note the other pods' positions and get a feel for the movement speed.

Dizzy engages the power for the weapons system. The submarine launches javelin-like projectiles that can fire in rapid succession when you hold the Fire Weapon button. This drains the energy meter faster and requires recharging via the Reload button, much like the Mulcher needs cooling. It's better to tap the trigger to fire semi-automatically, as this drains the power more slowly.



*Don't get too used to these serene surroundings.*

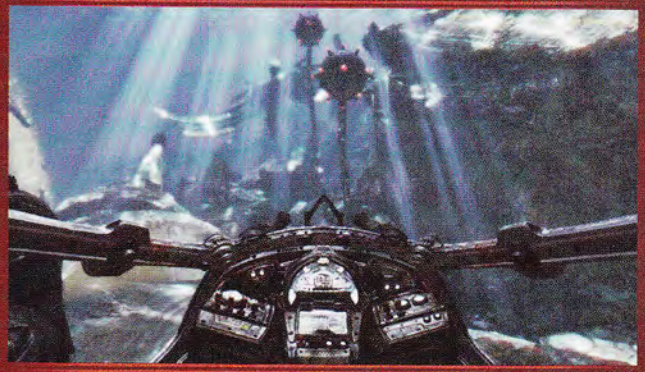
OBJECTIVE

## B DESTROY THE BOARDS

Dizzy engages the power to give you a chance to try the guns. Shoot through the three boards straight ahead. Moments later, he turns off the power to save juice.

### TARGET THE CHAINS

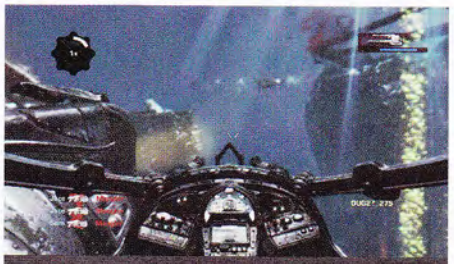
**Take a few extra practice shots at the chains holding the floating mines just beyond the boards. The chains are narrow, so make sure the reticle glows red before you fire. This level of accuracy comes in handy later.**



OBJECTIVE

## C PROTECT THE SUBMARINE

A school of sea creatures named Manglers form an escort for the submarine. Animals like these are always cute until they attack. Keep your pod aimed forward, and blast as many of them as you can to protect the sub.



*Act fast to keep your squad mates from scoring all the points!*

More and more Manglers slam into the hull and into your pods. Your energy guns can kill a Mangler with a single shot, so keep firing and kill as many as you can.

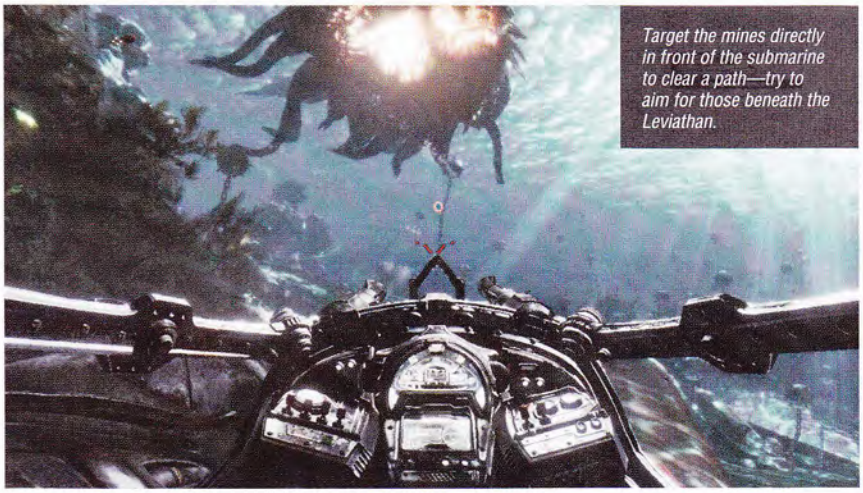
Dizzy dives into the seaweed to try to lose the other Manglers. Then he turns off the lights. This seems like a good plan until a Leviathan attacks! Aim for its mouth and hold on tight as the Leviathan scrapes the sub with its massive belly.

Dizzy employs evasive maneuvers, but the Leviathan keeps coming. Fire at its mouth over and over to keep the Leviathan from breaching the hull and killing the crew.

OBJECTIVE

## D CLEAR A PATH THROUGH THE MINES

In an attempt to get away, Dizzy pilots the sub into a sprawling minefield. Target the chains holding the mines in place. Aim for the ones directly in front of the submarine—they glow subtly white to help you identify which ones to prioritize. Some of the mines will likely float up and hit the Leviathan, which is icing on the cake.



*Target the mines directly in front of the submarine to clear a path—try to aim for those beneath the Leviathan.*

Dizzy leads the Leviathan into a narrow tunnel, hoping to lose the Leviathan. The Leviathan attacks twice from the front, then the rear. Turn the pod to the sub's stern and fire away, even after it seems as if the beast has finally given up. It hasn't. The Leviathan tries to reel in the sub with its tentacle, so keep firing to loosen its grip. You can target the tentacle or continue firing at its mouth.



*Fire straight at the Leviathan's gaping maw!*



**ARCADE TIPS**

**Shooting the chains that hold the mines does the job, but it doesn't earn points. Try targeting the mines themselves to rack up a ton of points in very little time. The mines are also easier to target. The only downside is you don't get the satisfaction of seeing the mines float up and hit the Leviathan.**

The sub finally breaks free from the Leviathan, only for the Maelstrom's current to sweep it away. Try to keep the pod facing forward, and keep your eyes peeled for stray mines.

OBJECTIVE

## E SHOOT DOWN THE TORPEDOES

The submarine exits the whirlpool and enters a shallow section of the sea, where multiple seafloor-mounted turrets fire torpedoes. The torpedoes home in on the sub if you don't blast them.

Target the torpedoes with rapid-fire attacks from your pod. Lead your targets slightly to account for their movement and the speed of your energy pulses. Aim for the turrets when you spot them, but only after you first shoot down all of the torpedoes. These particular turrets do not fire at the sub if it sails past them.




*Target the torpedoes first, and then blast the turret.*

OBJECTIVE

## F DESTROY THE DOOR

The only way forward is through the large, metal door ahead. Fire at it to blast a hole in it before the submarine gets too close.

OBJECTIVE

## G DESTROY THE TURRETS

You're almost to Azura, but the submarine must first navigate a very cramped space with lots of torpedoes. Fire at the torpedoes. Then aim at the turrets to ensure a second torpedo barrage doesn't launch.

### A PINKISH HUE

**Torpedoes can be tough to spot in the distance, but fortunately their propulsion glimmers in the sub's floodlights, emitting a faint, pinkish hexagon of light. Look for this rose-colored lens flare and open fire. If you wait to spot the individual torpedoes, it could be too late.**

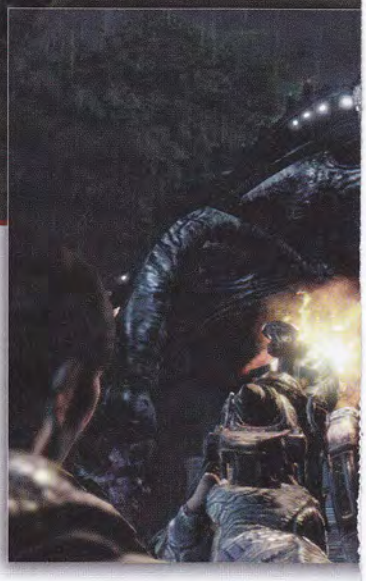


The last barrage contains over a dozen torpedoes from two separate turrets. Hammer away at them with rapid-fire attacks. Fend off this last volley to make it to Azura. You must destroy these turrets before the submarine draws even with them. Otherwise, they fire an endless barrage of torpedoes at pointblank range!

ACT

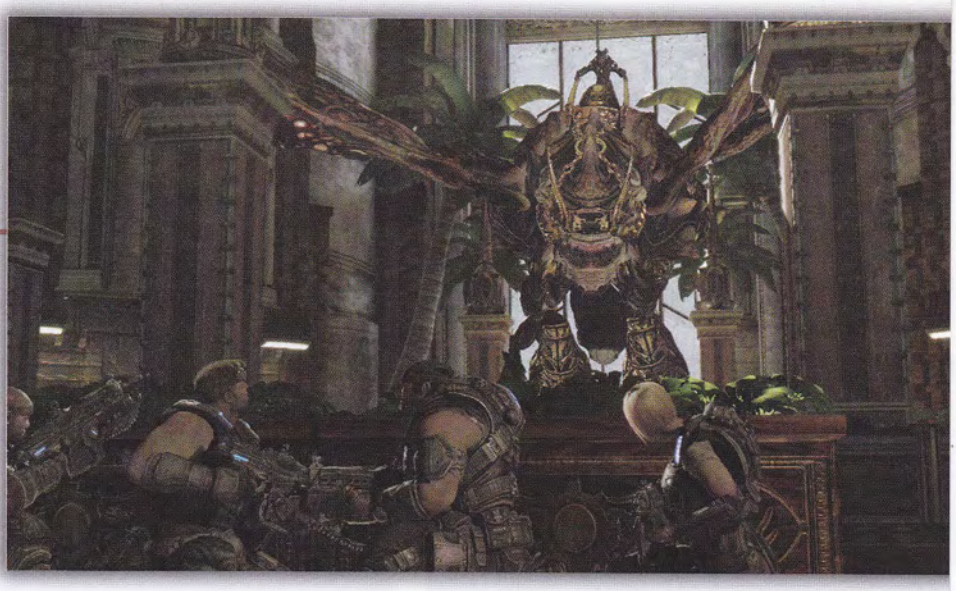
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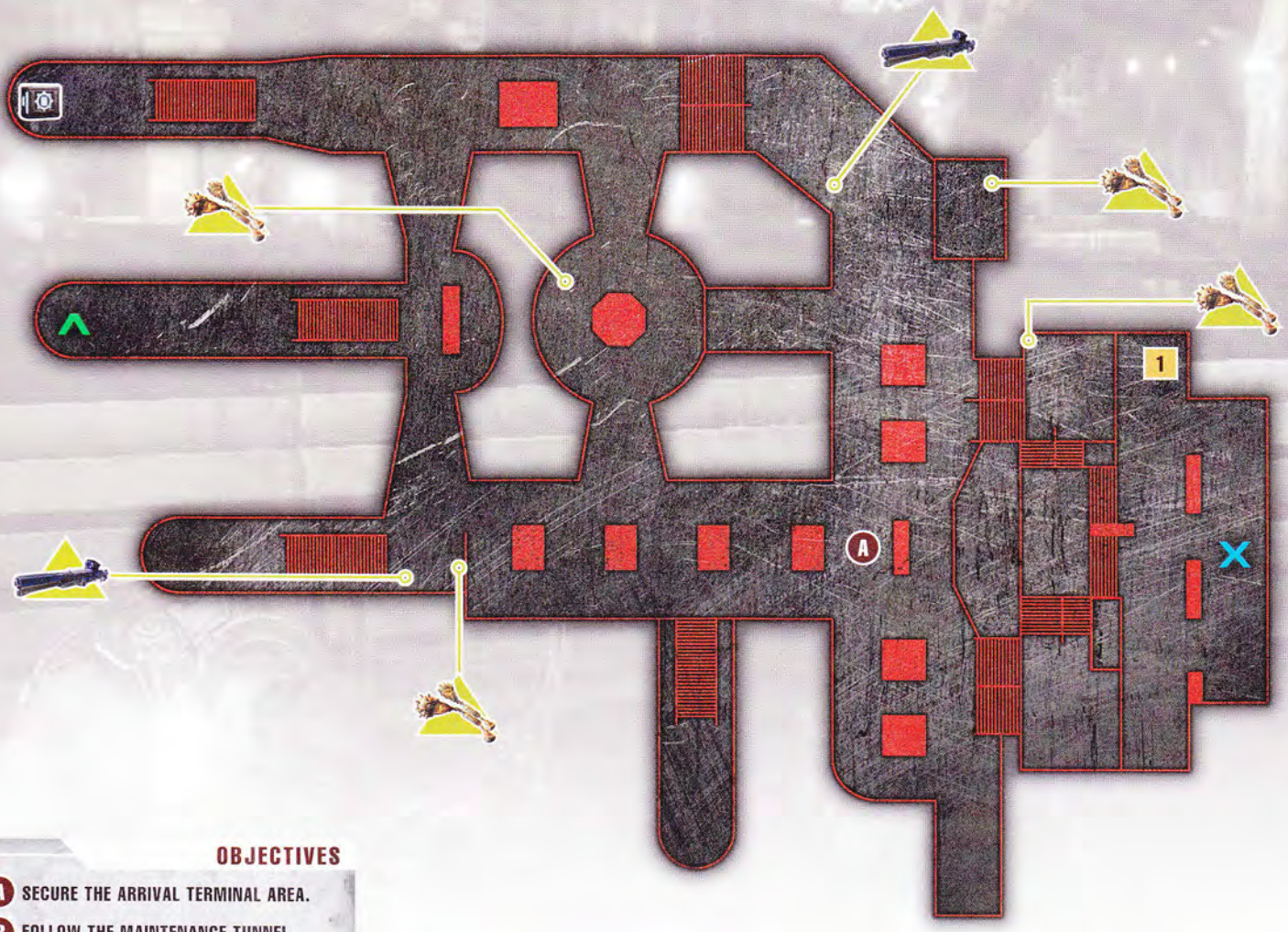


CHAPTER 01

AZURA SUBMARINE PORT

15:03 HOURS

# HOME AWAY FROM HOME




## OBJECTIVES

- **A** SECURE THE ARRIVAL TERMINAL AREA.
- **B** FOLLOW THE MAINTENANCE TUNNEL.
- **C** SEARCH FOR AN ALTERNATE ENTRANCE TO THE MAELSTROM FACILITY.
- **D** TRAVERSE THE TRAIN TUNNEL TO REACH THE MAELSTROM FACILITY.
- **E** SEARCH FOR THE MAELSTROM FACILITY.

## COLLECTIBLES

1 

PAMPHLET

2 
ASSAULT PLANS

## HOSTILES ENCOUNTERED


SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD


SPECIES: LOCUST
ENEMY TYPE: REAVER


SPECIES: LOCUST
ENEMY TYPE: THERON


SPECIES: LOCUST
ENEMY TYPE: BOOMER


SPECIES: LOCUST
ENEMY TYPE: WRETCH


SPECIES: LOCUST
ENEMY TYPE: KANTUS

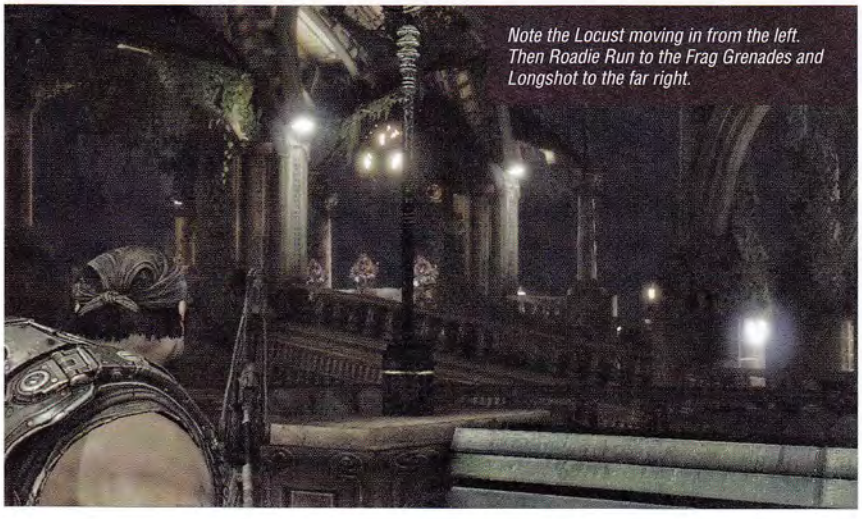
*The plan to bypass the Maelstrom by going under it has worked. Dizzy docked the submarine at Azura's arrival terminal without detection. Now the squad must navigate its way to the Maelstrom Facility and disable the artificial hurricane so Baird, Cole, and the reinforcements can reach the island safely.*

# NEW ARRIVAL TERMINAL

**OBJECTIVE**

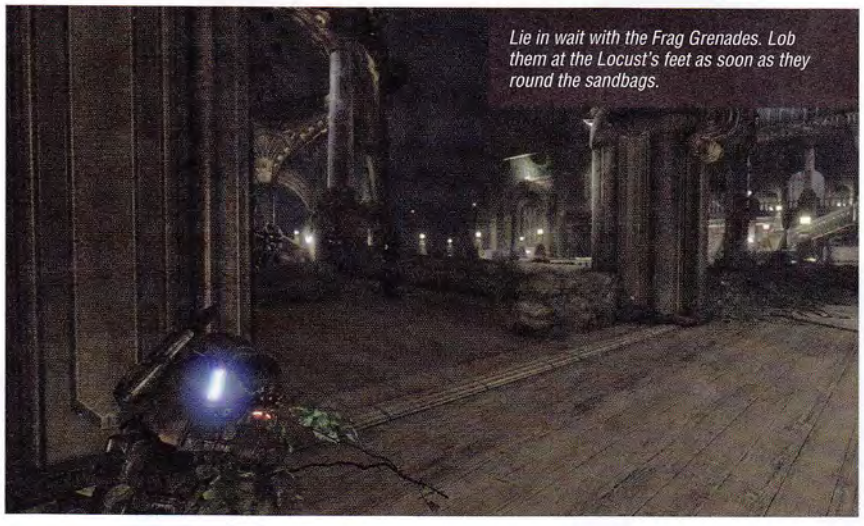
## A SECURE THE ARRIVAL TERMINAL AREA

The COGs disembark on the arrival terminal's middle pier, and it takes only a moment to spot a patrol of five Palace Guards and Therons in the distance. The squad's cover isn't blown yet, but it takes only one trigger squeeze to draw the Locust's attention. The Palace Guards loop through the area ahead in a counter-clockwise circle. They come in from the upper left, cross near the benches in the center, and then head back up the stairs to the far right. Marcus and the others can try to be as stealthy as they want, but there's no avoiding armed conflict forever. The key is to initiate the engagement on your own terms!



*Note the Locust moving in from the left. Then Roadie Run to the Frag Grenades and Longshot to the far right.*

Rush up the stairs and sprint down the aisle to the right to find the Frag Grenades and Longshot. Move into cover near the walkway directly ahead, on the left. You'll likely be spotted if you try to plant grenades in their path. Simply stay in cover, wait for the five Locust to snake their way around the sandbag barriers, and then bounce a pair of Frags at them.



*Lie in wait with the Frag Grenades. Lob them at the Locust's feet as soon as they round the sandbags.*

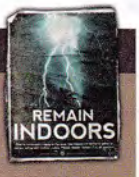
Collect the trove of Torque Bow ammo and the Frag Grenades near the park benches. Continue across the map to the far left corner. The other COGs continue advancing along the right side, which is exactly what you want to happen. Temporarily swap out the Torque Bow for the Longshot behind the sandbags, and snipe the Troika gunner atop the stairs.



*Use the Longshot to snipe the Locust high atop the stairs near the Troika.*

Wretches may attack while you're sniping. If so, switch to the assault rifle and gun them down before you resume your sniping spree. A lot of Palace Guards are on the stairs, particularly off to the far right corner, where your squad is likely drawing their fire. Distracted targets are the easiest to headshot! Expend all the ammo in the Longshot, then reclaim your dropped Torque Bow and ascend the stairs.

### 1 PAMPHLET




**Welcome to Azura! Your contributions and value to society have deemed you worthy of being hand-picked to live out your life in this island paradise, free of the Locust. Or so they thought... Read all about the joys of life on Azura. Locate this Pamphlet on the floor at the left end of the hall atop the stairs. Be sure you pick it up before you kill the last of the enemies, either before or after the train arrives.**



COLLECTIBLES

Once you deal with all of the initial Palace Guards and Wretches, a train pulls into the station. The last train car, the one on the far left, has a Troika positioned next to two large fuel tanks. Fire the Torque Bow into the fuel tanks and watch the resulting explosion burn all remaining passengers aboard the train.

Stay near the hall's far end and step out onto the platform to flank the Palace Guards that disembark in the center. They'll probably focus on your squad, making it easy to pick them off.



*The fuel tanks smolder for a couple of seconds before they erupt.*



*Stay to the train platform's far end to flank the remaining Palace Guards.*

## CO-OP TACTIC

**Securing the arrival terminal is much easier when you play with a second or third human. For starters, two players can acquire Longshots (a third can get a Torque Bow) and snipe the enemies from both sides. Have one player fall back to the far-right dock—this vantage point offers a clear shot at the Troika, but it's too far for return fire from the Locust.**

**You can also have the team of co-op partners empty their Lancers into the tanks aboard the train to expedite the explosion. Do it fast enough, and you can even trap many of the other Locust in the explosion before they disembark the passenger cars.**

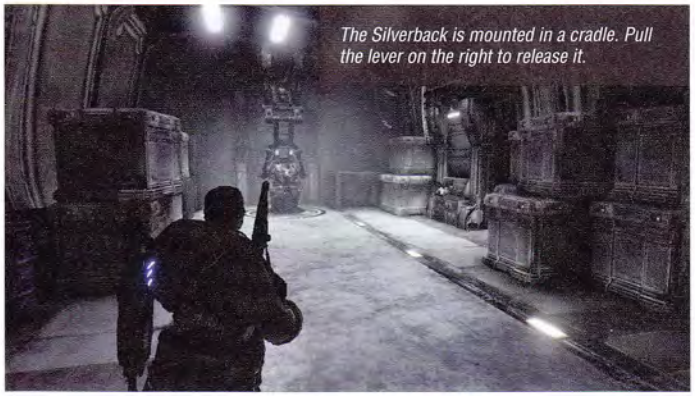
# BEACH ACCESS




OBJECTIVE

## B FOLLOW THE MAINTENANCE TUNNEL

Adam Fenix makes radio contact with Anya and accesses a maintenance tunnel that parallels the train tracks. The going is tough, so Adam recommends taking a Silverback. Descend the stairs and board the Silverback on the left. Pull the lever to release it from its cradle.


The Silverback is mounted in a cradle. Pull the lever on the right to release it.


Watch for Palace Guards beyond the first barge and a Boomer moving in from the far left.

### COVER DESTRUCTION

**Get in the habit of firing at any wooden crates or pallets you encounter while you pilot the Silverback. This removes cover options for enemies that you eventually encounter. And, unlike your handheld weapons, the Silverback has unlimited ammo.**

Proceed outside with the Silverback and lead the way through the canyon to the beach area. Mow down the two Palace Guards carrying ammo crates—they aren't expecting you. Advance with caution, and be ready to hunker down into the Silverback's cover stance as soon as the Reaver appears. Fire three rockets at it, force-reload the rockets, and continue on your way.

OBJECTIVE

## C SEARCH FOR AN ALTERNATE ENTRANCE TO THE MAELSTROM FACILITY

The path splits ahead and, although it's possible to stay high, it's also very dangerous. We recommend using the Silverback to flank along the lower route, near the barges.

### TRICKING YOUR MATES

**Your A.I. squad mates want to stick by your side, and they fall in behind the Silverback when the path splits. That said, you can trick the squad into following the high route to serve as bullet-soaking distractions, making it easier for you to flank the enemy. Exit the Silverback and start to head along the upper path. Get the squad to follow you past the crates, then run back to the Silverback and take the lower route.**

Like the squad A.I., the enemies in this area, including the Boomer and Palace Guards, focus mostly on whichever route you select first. Regardless, you should head along the beach route, ignore the Troikas on the barges, and use the guns to rip any Palace Guards to shreds. If you spot a Boomer on the lower route, use the Silverback's rockets to take it out. Stay off the barges, as there's no way off the far side.

Proceed up the rocky path to the left of the second barge, and continue along the right fork to flank the Palace Guards in that area. Ignore the narrow path on the left.

A second Reaver attacks at very close range. Quickly back away while you fire the guns. Then switch to rockets and kill it. The Reaver fires Boomshot-like projectiles, and there's a chance your own rockets can harm the Silverback with splash damage. Try to keep your distance and take out the Reaver right away! Turn to the left after you kill the Reaver and finish off the remaining Palace Guards near the barricades ahead.


Back up a few steps, switch to rocket mode, and let fly!

A Locust contingent is armed with a Mortar further up the path. They don't know your exact position, but they fire the Mortar at random, hoping to hit you. It's too dangerous to go straight through the trenches. It's better to head into the cave opposite the path leading up from the beach. Swing wide to the left to skirt the Mortar's range and to present a smaller target to the Wretches and Boomer inside the cave. Hang back out of sight until the Wretches attack. Then stomp them to death before you fire rockets at the Boomer. Finish off the Palace Guard in the cave as you enter.

### STOMP THE WRETCHES

**The Silverback's stomp attack works on more than just Polyps—it works on Wretches too! Stomp any that get too close.**

## 2 ASSAULT PLANS



**You need the Silverback to get this collectible, so reload the last checkpoint if you lose it before you enter the cave. Note the heavy wrought-iron gate inside the cave. It's far too sturdy for Marcus to kick open, but the Silverback can handle it. Kick down the gate, exit the Silverback, and locate the Assault Plans in this small side cave's back corner. Baird put a lot of effort into detailing the Locust's intentions in this document; the least you can do is read it...**





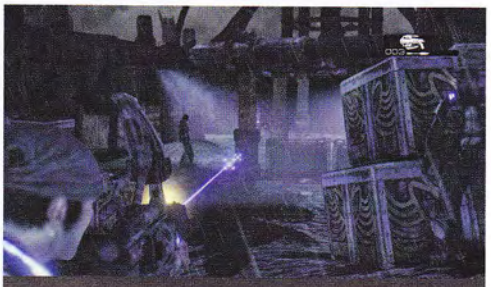
COLLECTIBLES

Continue up the wooden walkway leading out of the cave to the upper trench system. The Locust wielding the Mortar is forced to set it down and attack. Lots of Palace Guards and Wretches are here, and a Boomer makes its way in from the far right corner, in the rear trench. You can walk along the top of the trench and drop Frag Grenades down on him, or even open fire with the assault rifle.



*Use the Silverback to gun down as many of the enemies as you can without dropping off the ledge to the left.*

You have multiple options here, depending on whether or not you want to continue using the Silverback. Note that you can't climb back up the ledge on the left, near the locked gate. Once you drop down, either with or without the Silverback, there's no going back.



*Park the Silverback on the side to keep it safe. Clear out the trench and collect the spoils on foot.*

One option is to stick with the Silverback and step it off the ledge. Use it to kill the Wretches and Boomer off to the right if you didn't kill them from above. Leave the Silverback in the middle of the trench and grab the Frag Grenades. Then round the corner to the barricaded door to get the Longshot. The squad must look for another way in, so go back to the Silverback. Return the other direction and be ready for two Boomers to burst through the massive doors. Light them up! Alternatively, you may want to leave the Silverback off to the side and just use Frag Grenades to kill the Boomers. Gather the ammo, get in the Silverback, and continue to the train tracks.




*Hang back with the Mortar, and use it against the Boomers that emerge from the locked gate.*

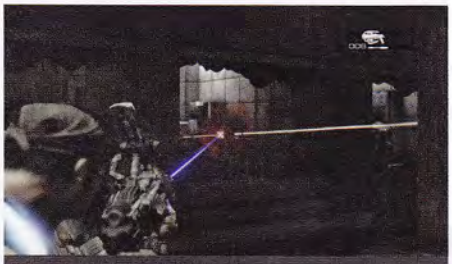
If you've lost the Silverback or you'd just rather go on foot, you can grab the Mortar that the Palace Guard dropped. Get the Frags and Longshot described above, and use the Mortar to kill the two Boomers as they exit the cave's massive gates.

# TRAIN TUNNEL

**OBJECTIVE**

## D TRAVERSE THE TRAIN TUNNEL TO REACH THE MAELSTROM FACILITY

The Locust have connected their trenches with the existing train tunnel. Advance to the maintenance platform near the gated tracks. If you no longer possess a Silverback, use the Torque Bow and Boomshot you've accumulated to take out the Palace Guards. First, focus on the Kantus on the tracks, as he can resurrect any of the Palace Guards you down. If you still have the Silverback, exit it and pull the lever across the tracks to open the right gate.



*The Silverback makes quick work of enemies, but the Torque Bow and Boomshot serve nicely in its stead.*



## TRAIN KEPT A-ROLLIN'

**You can bait the Kantus into an approaching train's path. Hurry to the platform to lure the Kantus down onto the tracks in time to get run over!**

Proceed along the tracks to the station for the Maelstrom Facility. The stairs leading up off the tracks are on the left. A train eventually comes. It's best to start sprinting once you see the oncoming light. Stick to the left side of tracks.




*The Silverback is fast enough to reach the stairs before the train comes, but you have to sprint the whole way. Watch that temperature gauge!*

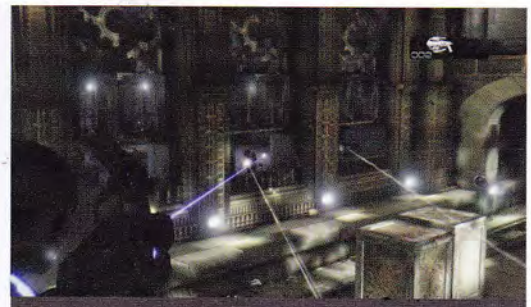
## CO-OP TACTIC

**Make sure the player piloting the Silverback takes the lead on the sprint along the train tracks. A brief cinematic plays as soon as the first player reaches the stairs leading off the tracks. This warps the rest of the squad onto the platform after the cinematic ends. The only way to continue with the Silverback is to make sure it's the first one up the stairs, otherwise you leave it behind.**

OBJECTIVE

## E SEARCH FOR THE MAELSTROM FACILITY

The tracks lead to the station near the Maelstrom Facility, but a number of enemies are closing in from across the tracks. Ascend the right-hand stairs to secure the Longshot. Snipe the Palace Guards that attack from across the tracks. Additional Palace Guards and Boomers eventually arrive to continue defending the facility.



*Use any remaining Torque Bow ammo you have from the landing. Then swap it for the Longshot.*

If you have the Silverback, position it on the stairs low enough to fire rockets under the impenetrable, raised windows, toward the enemies in the back.

If you don't have the Silverback, use the Longshot from the stairs. Then cross over to the other side via either of the upper hallways. Both lead up and over to the far platform. You can launch an attack from the relative cover of a side room. Gather any power weapons and head down the hall to the Maelstrom Facility's entrance. Marcus radios his father for advice on where to go next.




*Use the Silverback's rockets from the bottom of the stairs to get a clean shot at the enemies taking cover near the windows.*

## ALONG FOR THE RIDE

**Try to carry the Longshot from this area's stairs with you to the next chapter—it certainly comes in handy.**

CHAPTER 02

# BLACKOUT

*The train tunnels lead from the beach to the service area beneath the Maelstrom Facility. Baird and the others are counting on Marcus and his squad to disable the Maelstrom's power supply so they can reach the island. Meanwhile, the Locust have been instructed to stop Marcus by any means necessary—Queen Myrrah is terrified of what may come to her species if Adam is freed.*




## OBJECTIVES

- **A** TAKE THE FREIGHT ELEVATOR TO THE TOP FLOOR.
- **B** SEARCH FOR THE SERVICE LADDER.
- **C** FIND THE MAELSTROM FACILITY.
- **D** LOCATE THE GENERATOR ROOM.
- **E** SHUT DOWN THE MAELSTROM GENERATORS.
- **F** CLOSE THE COOLANT VALVES.
- **G** ESCAPE THE MAELSTROM FACILITY BEFORE IT EXPLODES.

## COLLECTIBLES



3 — COG TAG



4 — SCHEMATICS

## HOSTILES ENCOUNTERED



SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD



SPECIES: LOCUST
ENEMY TYPE: KANTUS



SPECIES: LOCUST
ENEMY TYPE: WRETCH



SPECIES: LOCUST
ENEMY TYPE: ARMORED KANTUS



SPECIES: LOCUST
ENEMY TYPE: SHRIEKER



SPECIES: LOCUST
ENEMY TYPE: GRINDER



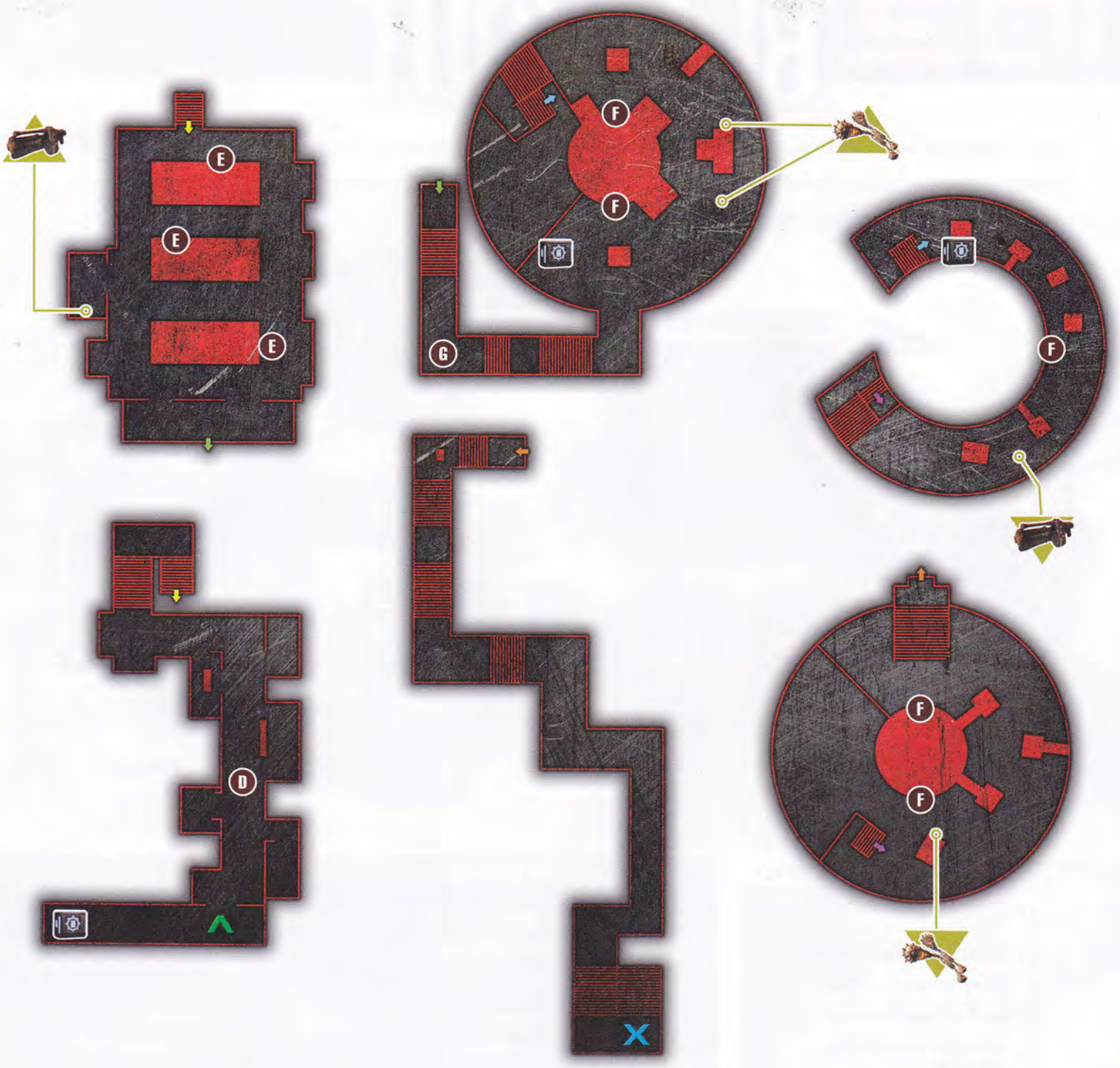
SPECIES: LOCUST
ENEMY TYPE: REAVER



SPECIES: LOCUST
ENEMY TYPE: FLAME GRENADIER



SPECIES: LOCUST
ENEMY TYPE: BOOMER




# MAELSTROM FACILITY

**OBJECTIVE**

## A TAKE THE FREIGHT ELEVATOR TO THE TOP FLOOR

A freight elevator is around the corner to the left, but first be sure to visit the massive ammo cache behind the crates on the right. More importantly, a Silverback is in the bay directly ahead. Press the green button on the right to access it, and ride the Silverback onto the freight elevator.

OBJECTIVE

## B SEARCH FOR THE SERVICE LADDER

The elevator stops one floor short of your destination, on a storage level. The storage floor is shaped like a figure eight with four individually numbered hallways. Halls three and four connect to form one loop. Halls one and two connect to form another loop that leads to the control room, where you find a service ladder leading to the upper level.

A lot of Wretches are in this area, along with Flame Grenadiers. Complete a lap through hallways three and four to loop back to the starting point. This leads you past a collectible and the power switch controlling the lights. You might as well flip on the lights while you're over there.



*Clear out the Wretches in hallways three and four, and flip the switch to turn on the lights.*

### 3 COG TAG

**Climb aboard the Silverback before you get onto the freight elevator and ride it to the storage floor. Head down hallway number three, and enter the un-gated storage area on the left. Note the Crimson Omen on the left. Use the Silverback to kick down the nearby door to find the COG Tag. Weapon racks with Boomshots and Lancers are also inside.**





COLLECTIBLES

*Did you already get the collectible on this floor from a previous play-through? Did you just load up this level in Arcade mode from a fresh start? If so, it still pays to follow the instructions for finding the COG Tag. A weapon rack loaded with Boomshots is in that room. And those Boomshots come in handy when you get outside.*

### REPLAY THE COLLECTIBLE HUNT

Proceed down hallway one to the control room. Watch for stray Flame Grenadiers along the way. Pause when you see the stairs to the control room. Three Palace Guards exit the control room and descend the stairs. Use the Silverback's rockets to take them out. The control room is located where hallways one and two join, so either hall gets you there. That said, it's much better to use hallway one; it puts you in perfect position to attack the Palace Guards. Taking hallway two puts you off to the side of the enemies, giving them a chance to fan out before you get a solid bead on them.



*Shoot the Flame Grenadiers in this area. Then advance a few steps and switch to rockets for the Palace Guards ahead.*

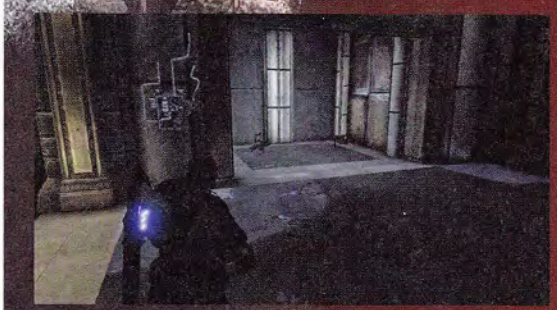
Grab the Frag Grenades from inside the corner of the control room. Then climb the ladder to the outside. The squad isn't at the Maelstrom Facility yet, but they're getting close.

OBJECTIVE

## C FIND THE MAELSTROM FACILITY

The ladder leads up to a terrace on the cliffs, just a short distance from the Maelstrom Facility. It might not be far, but it's extremely well-defended. Don't advance beyond the warehouse just yet; first find the secret weapon stash!

### SECRET WEAPONS CACHE

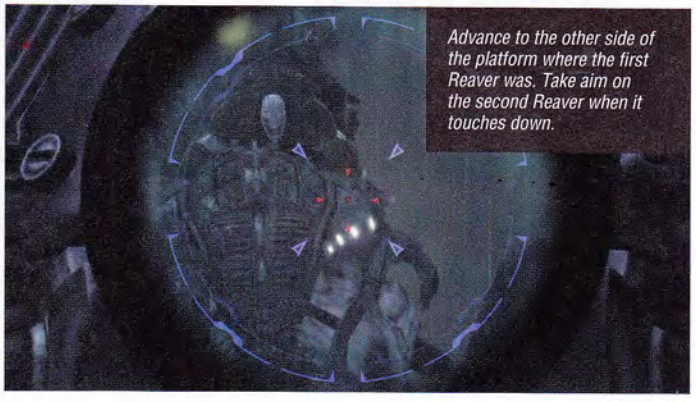


*Exit the area with the ladder, and immediately head to the right to the adjacent warehouse. Note the garage door in the area's corner. Shoot the metal electrical panel to its left to force open the door. This reveals a OneShot and a Mulcher. Grab the OneShot—save the Mulcher for co-op matches.*

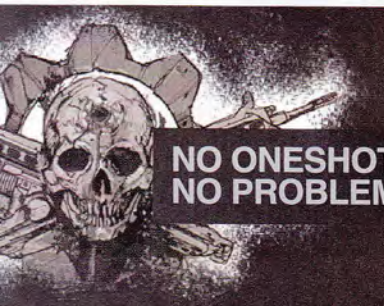
Exit the warehouse shelter and make your way into cover near the steps that lead up to a terrace on the left. A Reaver touches down within moments—don't hesitate to take it out with the OneShot. Multiple Palace Guards move in from the distance. Advance with the OneShot to where the Reaver was. Use the Longshot, Boomshot, or Frag Grenades to neutralize any immediate threats before the second Reaver arrives. Use the OneShot to take out the second Reaver with a single shot!



*Take cover with the OneShot, and wait for the first Reaver to land atop the steps.*



*Advance to the other side of the platform where the first Reaver was. Take aim on the second Reaver when it touches down.*



## NO ONESHOT? NO PROBLEM!

*The OneShot certainly makes this Reaver battle much easier, but it isn't essential if you find the Boomshots in hallway number three. Stand back and pepper the Reaver with Boomshot rockets. Furthermore, depending on the difficulty level, getting downed by the Reaver isn't the worst thing that can happen. Chances are you'll get revived while the Reaver's rear faces you or while it hovers above. Get up and fire at the pink weak spot under its tail.*



Kill the second Reaver and continue around the corner to the left. The steps that lead up to the Maelstrom Facility are there. A large contingent of Palace Guards and Shriekers emerges to defend the entrance. Immediately turn to the left and locate the Mortar in the open gray container in the corner.

The Mortar has five shots, which should be plenty to wipe out most of the enemies on the stairs. The enemies can be hard to spot, and they move around a bit. Try to blanket the area in a crossing pattern of Mortar fire.




*Use the Mortar to carpet-bomb the stairs leading to the Maelstrom Facility. Advance just slowly enough to spot more enemies.*

An Armored Kantus eventually exits through the center doors. Hit it with the Mortar. Alternatively, you can grab your Longshot or a dead Palace Guard's Torque Bow and shoot it straight through its mouth as it screams.



*Snipe the Armored Kantus in the mouth as soon as it screams!*

### FOCUS ON THE SHRIEKERS

**Remember that Shriekers go into a kamikaze dive-bomb when you shoot them out of the air. They home in on the nearest living creature, Locust or Human, and explode into it on contact. Aim for the Shriekers, and you just might kill some Palace Guards, even if the Mortar salvo doesn't.**

OBJECTIVE

## D LOCATE THE GENERATOR ROOM

Climb the stairs to enter the Maelstrom Facility, and ride the elevator down to the lobby. Take out the Palace Guards in the lobby, but hang back and wait for the Flame Grenadier that enters from the previously closed door on the right.

## 4 SCHEMATICS



**The Schematics are hidden in this lobby, in a safe behind one of the paintings on the wall. Locate the red button behind the desk facing the elevator, and press it to make the painting on the right move aside. Approach the safe, and it automatically opens to reveal the Maelstrom Facility's blueprints.**





COLLECTIBLES

Exit the lobby through the door that the Flame Grenadier opened. Fight past several additional enemies to reach the generator room. They typically attack in pairs and enter from the side rooms, so have the Scorcher or a Frag Grenade ready to make quick work of them.

OBJECTIVE

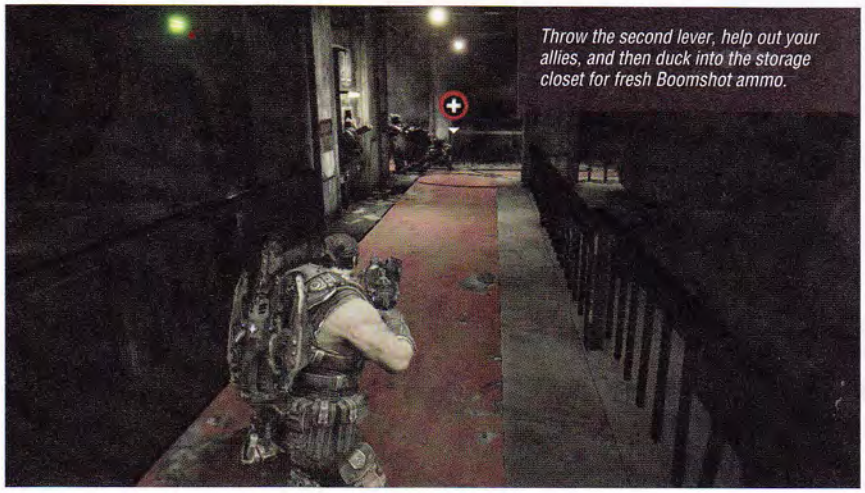
## E SHUT DOWN THE MAELSTROM GENERATORS

You need to disable three generators in this room, but you have to contend with Wretches and Flame Grenadiers in the process. The Scorcher excels at halting multiple enemies in their tracks, but nothing makes a Flame Grenadier squirm more than a bullet to the fuel tanks on its back.



*It's always fun to fight fire with fire!*

The first lever is directly ahead. The second is in the aisle between the first and second generators. Throw the lever to power it down. Then take a moment to enter the storage room on the right for more Boomshot and Lancer ammo.



*Throw the second lever, help out your allies, and then duck into the storage closet for fresh Boomshot ammo.*

The third lever is at the third generator's far left end, along the side aisle. Be careful around multiple Flame Grenadiers and Wretches. When in doubt, back up and lob a Frag Grenade or blind fire a Boomshot from cover.

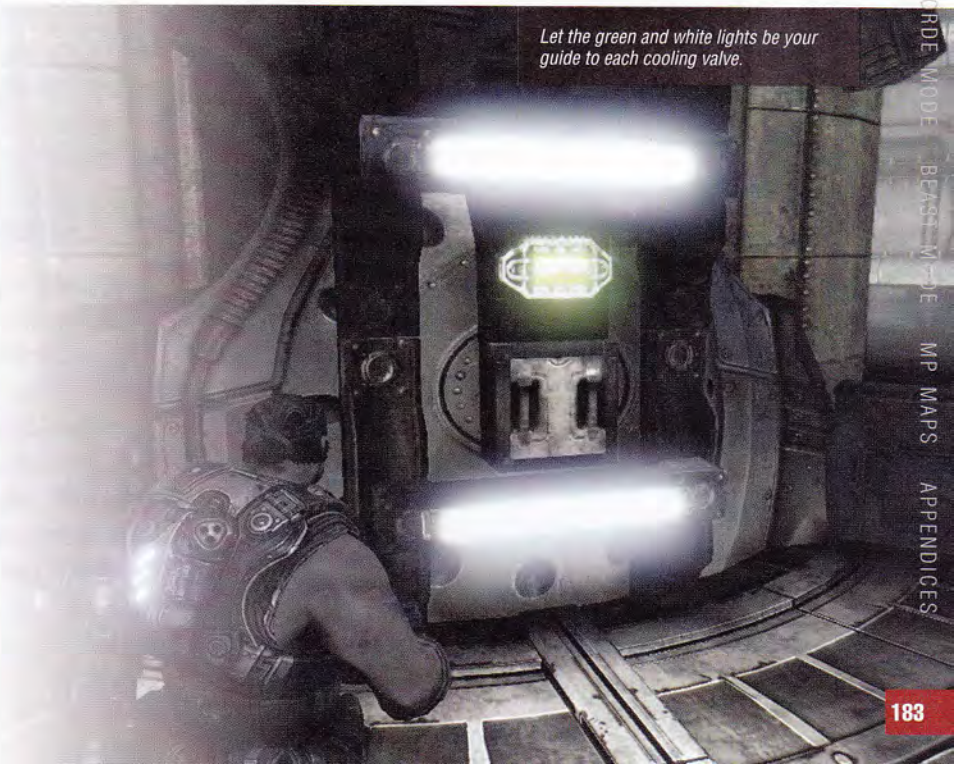
OBJECTIVE

## F CLOSE THE COOLANT VALVES

The Locust have rigged a separate power source that the COG don't have time to find. Instead, Marcus must kill the cooling system, overheating the entire system and causing a major meltdown.

There are five cooling valves: two on the upper floor where you enter, one on the middle floor, and two more on the lowest floor. Equip Frag Grenades, the Scorcher or Boomshot, and either an assault rifle or the Gorgon SMG. You need these weapons to deal with the Armored Kantus that guard the valves.

Climb the stairs and close the first valve, easily identifiable by its green glow. Multiple Palace Guards attack from the windows along the cooling chamber's perimeter. Take a shot or two at them if you need to, and then run clockwise around the cooling tower's perimeter to the second cooling valve.



*Let the green and white lights be your guide to each cooling valve.*



Before you turn the second valve, grab your Boomshot and fire at the Grinder entering from the double doors directly behind you. Otherwise, you are completely exposed to Mulcher fire from the rear. One direct hit with the Boomshot should kill it.




*It's okay to ignore the Palace Guards attacking from the windows, but overlook this Grinder at your peril!*

Descend the stairs to find an Armored Kantus. The Armored Kantus looks a lot scarier than it really is once you know how to fend it off properly. Fortunately, you're perfectly equipped to handle it. Fire a Boomshot to knock it down. Move in front of it and switch to your assault rifle or Gorgon SMG, and wait for it to get up and scream. Fire at its mouth to kill it. Extra Frag Grenades and a Boomshot are on this level. Close the valve, grab the Frag Grenades, and descend the stairs to the lowermost level.



*Lob a Boomshot rocket at them to knock 'em down before they can unleash their twin Gorgons.*

Two Armored Kantus protect the last valves in this area. Take them out in the same fashion: Boomshots and Frag Grenades to down them (or the Scorcher to cook them inside their armor), and then blast away at their mouths during their screams. Close the valves to overheat the system and send it into meltdown. This effectively cuts off power to the Maelstrom, but now you have to escape!

OBJECTIVE

## G ESCAPE THE MAELSTROM FACILITY BEFORE IT EXPLODES

Depending on the difficulty mode, you have roughly 50 seconds to escape through the Maelstrom Facility's base (less time on Insane difficulty, more on Easy and Normal). Run up the stairs and duck into the building as it begins to crumble and erupt in flame.

### RIGHT-ANGLE RUNNING

**This is a good spot to practice right-angle turning while you Roadie Run. Hold the Sprint button while you're running, then tap and hold it, and quickly press hard on the Left Thumbstick in the direction you wish to turn. Marcus abruptly changes course without slowing down. This skill serves you very well in multiplayer combat.**

There's only one way to go, so keep your head down and Roadie Run as fast as you can. The door to the lobby opens and a Grinder is there to greet you. A small explosion kills it before you can injure it, so keep running to safety.



*Keep your head down and don't stop running until the entire squad is safely outside!*

CHAPTER 03

AZURA (SECRET COG FACILITY) 16:07 HOURS

# SHATTERED PARADISE




*The meltdown at the cooling tower successfully disabled the Maelstrom. Cole, Baird, and a squadron of Raven reinforcements reached the island safely. Reunited for the first time since Anvil Gate, Delta Squad's surviving members are left to push up the Azura coast to the luxurious resort compound and begin the search for Adam. Anya joins the three men, somberly taking the place of their fallen brother.*

## OBJECTIVES

- A GET TO AZURA TOWER.
- B USE THE SIEGE BEAST TO DESTROY THE GAS BARGES.
- C LOCATE AND DESTROY THE REMAINING SIEGE BEAST CREWS.
- D ELIMINATE THE SIEGE BEAST CREW.
- E USE THE SIEGE BEAST TO BREACH THE DAM.
- F ELIMINATE THE FINAL SIEGE BEAST CREW.
- G USE THE SIEGE BEAST TO DESTROY THE GAS BARGE.

## COLLECTIBLES

5  MONEY STACK

6  DIARY

7  COG TAG




## HOSTILES ENCOUNTERED


SPECIES: LOCUST
ENEMY TYPE: WRETCH


SPECIES: LOCUST
ENEMY TYPE: GRINDER


SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD


SPECIES: LOCUST
ENEMY TYPE: FLAME BOOMER


SPECIES: LOCUST
ENEMY TYPE: REAVER


SPECIES: LOCUST
ENEMY TYPE: BLOODMOUNT


SPECIES: LOCUST
ENEMY TYPE: BOOMER


SPECIES: LOCUST
ENEMY TYPE: BEAST RIDER


SPECIES: LOCUST
ENEMY TYPE: MAULER

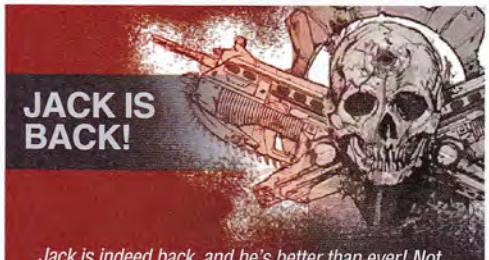

SPECIES: LOCUST
ENEMY TYPE: ARMORED KANTUS




# AZURA COAST

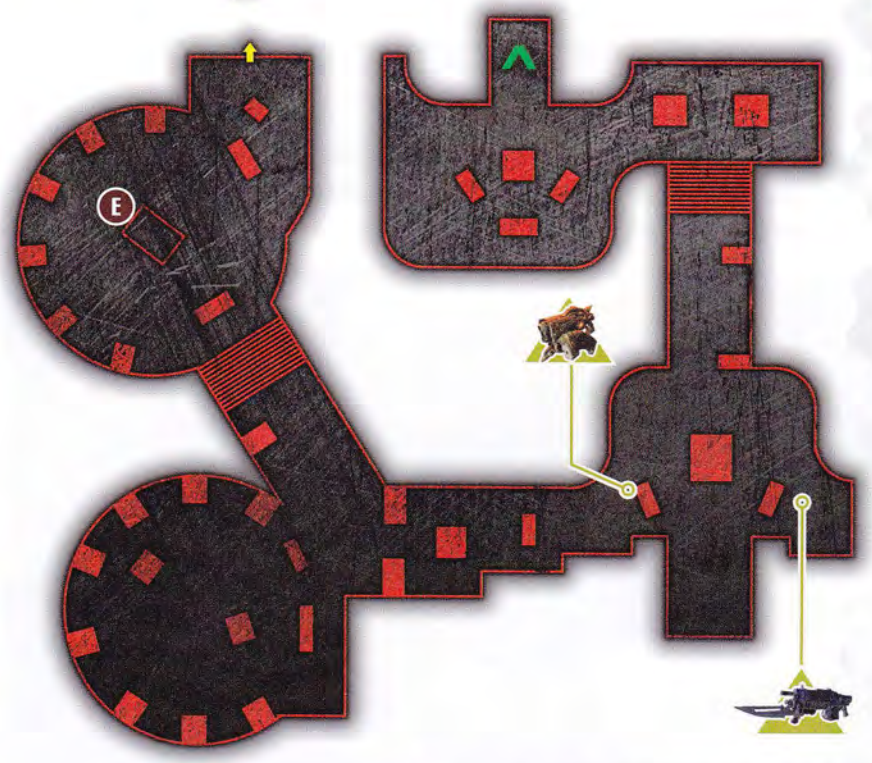
**OBJECTIVE**

## A GET TO AZURA TOWER



### JACK IS BACK!

*Jack is indeed back, and he's better than ever! Not only can Jack still open doors, but Baird has given him a glorified stun gun too. Now Jack can help in battle by briefly stunning enemies with an electric shock. This halts their attacks and gives you a terrific opportunity to retaliate. Jack flies around the battle, staying above the fray, so you needn't worry about him getting hurt.*



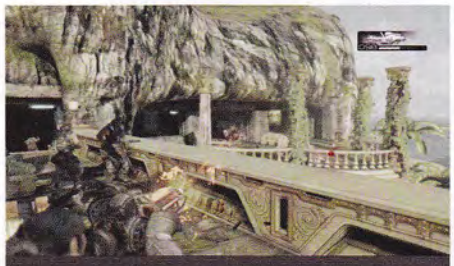

Lead the way up the cliff alongside the chopper to the tiled walkway. Several Wretches and numerous Palace Guards are positioned throughout this area. The tiled walkway zigs and zags its way between overlooks and the mountain, providing an excellent opportunity for ranged combat.

Locate the Longshot in the cave, and proceed through the cave that parallels the walkway to flank the Locust atop the stairs to the right. Snipe these Locust. Then, if possible, switch to the Boomshot that you may still have from the previous chapter. If you don't have it, look for a Torque Bow to use.



*Advance along this rocky cave to the left of the main path. Snipe the Locust atop the stairs.*

Kill the Grinder with the explosives and pick up the fallen Mulcher. Carry it around the bend to the left, take cover at the end of the benches, and hold the Aim Weapon button to place the Mulcher atop the benches. This gives you excellent range. It also allows you to fire straight ahead into the cave or pan down to the right, to the larger plaza near the vine-covered pillars.



*Use the Grinder's Mulcher to put heavy fire on the Locust on the lower terrace to the right.*

Continue to the tiled plaza protruding from the mountain. The stairs to the right lead past several Palace Guards, but you can wind your way through the cave-like bunker to the left to flank them. This literally spits you out right behind them! Drop a Frag Grenade down the stairs to clear a path for the rest of your squad.



*Using a Torque Bow, aim at the feet of any Maulers you encounter to shoot around their Boomshields.*

Proceed up the stairs toward the Siege Beast and lay waste to the remaining Palace Guards and Maulers that attack. Use the benches for cover and quickly make your way to the Siege Beast, as enemies continue to arrive on the scene for quite some time.

OBJECTIVE

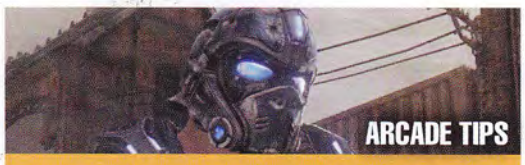
## B USE THE SIEGE BEAST TO DESTROY THE GAS BARGES

Man the Siege Beast's controls. Beware—the Siege Beast's front end bites. Aim at each of the three Gas Barges flying overhead. They're making the skies very dangerous for the choppers, so you must take them down.



*Aim for the Gas Barge's blimp-like portion—it presents the biggest target!*

Aim the targeting reticle at each of the Gas Barges and fire when it turns red. Three shots, three direct hits, mission accomplished!



### ARCADE TIPS

**You can extend this battle by killing all of the Locust in the area before you man the Siege Beast. The Locust don't spawn forever, but multiple waves of enemies arrive in an attempt to stop you from reaching the Siege Beast. You earn extra points with each Locust you kill, and this helps you get the most points from the Gas Barges, potentially building a 6x or higher multiplier very quickly. End the Locust assault on this plaza anytime you feel ready by manning the Siege Beast and taking out those Gas Barges!**

OBJECTIVE

## C LOCATE AND DESTROY THE REMAINING SIEGE BEAST CREWS

You must dispatch two more Siege Beasts before the Ravens can get any closer. Move inside to the reception area's lengthy entrance hall. Soak up the blood-stained opulence, and weave around the furniture and planters as you proceed to the lobby.

### 5 MONEY STACK



**Enter Azura Tower and proceed down the hall to the left. Stop where the hall opens up to the lobby on the right. Note the floor tile that's slightly raised from the floor. Inspect this floor tile to make Marcus spin around and smash it with his boot. This uncovers a hidden Money Stack.**



COLLECTIBLES

Enter the lobby with the dead civilians hanging from the tree. Circle up to the sitting area beside the tree. Load up on ammo and weapons before you exit the other side of the lobby. The second of three Siege Beast crews is just outside the door, to the right.

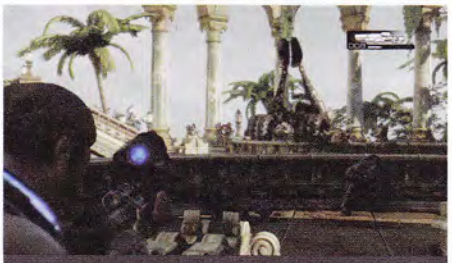


*Take a lap around this macabre tree to gather the available munitions.*

OBJECTIVE

## D ELIMINATE THE SIEGE BEAST CREW

The squad exits the lobby onto a circular terrace near a dam. The second Siege Beast crew is immediately to the right. However, the only way to get there is to loop up and around to the left in a lengthy clockwise walk. Take a moment to headshot one of the Locust near the Siege Beast. Then hurry into cover near the bridge to the left. Take out the Palace Guards atop the bridge. Then continue past the statues to the Palace Guard rappelling down from a Gas Barge in the distance.



*Snipe one of the Locust near the Siege Beast. Then hurry around to the left.*

Stay in cover to avoid the Gas Barge rockets. Continue to rely on the dropped Longshot, along with the Torque Bows and Hammerbursts from the Palace Guards, as your weaponry for this assault. Finish off the Palace Guards en route to the Siege Beast, and mount the controls.

OBJECTIVE

## E USE THE SIEGE BEAST TO BREACH THE DAM

Two Reavers set down atop the nearby rooftops, one to the right and one on the left. Take out the Reaver on the left first, then watch as two Siege Beasts move into position directly ahead, flanking the dam. The Gears' only option is to use the Siege Beast to destroy the dam and wash the Locust off the cliff.



*There isn't much time to react once you're behind the Siege Beast's controls—target this Reaver immediately!*

Fire three catapult blasts at the dam surface dead ahead. Place the reticle near the top of the dam to ensure enough distance. Hit the dam three times to rupture it. Marcus and the other COGs automatically sprint to the nearby door and escape the resulting flood.




*Kill the Siege Beasts if you're playing Arcade mode. Otherwise, aim straight for the dam.*

OBJECTIVE

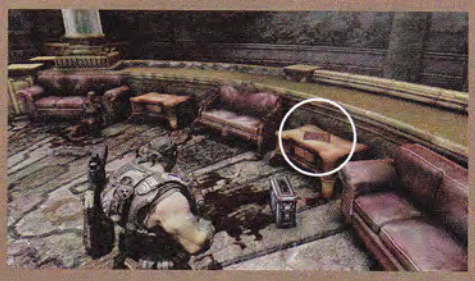
## F ELIMINATE THE FINAL SIEGE BEAST CREW

The squad enters another lobby filled with the corpses of valued scientists and the elite. There are plenty of weapons and ammo in the room, particularly near the sitting area that wraps around the tree.

### 6 DIARY




**Climb the stairs to the circular sitting area that wraps around the tree. Walk left around the tree, toward the ammo crate and Retro Lancer, to find a Diary lying atop the small table between the couches. This collectible offers a glimpse into the Azura residents' troubled lives.**

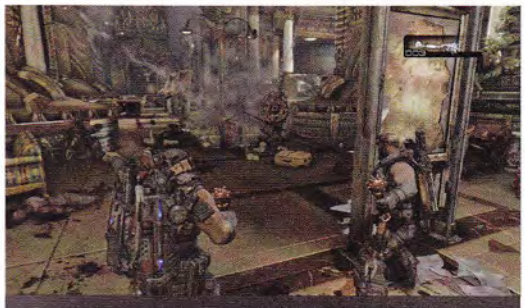


COLLECTIBLES

The doors leading out of this room bring the COG directly into the main train station. Make sure your equipped weapon is fully loaded, and ascend the steps on the right. You likely encounter one or two Palace Guards at close range atop the steps. This offers an excellent vantage point above the Boomers and other enemies below.



*Take cover atop the stairs and blind fire at the Palace Guards below.*



*Gather the Frag Grenades and loop around to the right. Lob Frag Grenades at the Boomer's feet.*

Grab the Frag Grenades and lob one or two at the Boomer and Mauler, but don't toss any more. First wait to see how much damage your squad is inflicting. You don't want to waste Frag Grenades if your squad has things under control—you're going to need them!

## 7 COG TAG

**A COG Tag is on the floor in the area of the train station. It's at the far end of the hall opposite the door through which you enter. Climb the stairs on the right to bypass most of the enemies. Then descend on the other side and continue across the room to find it.**



COLLECTIBLES

Try to leave one of these initial enemies alive long enough so you can rush toward the door down the hall in the center and plant proximity mines on the nearby furniture. Plant two Frag Grenades on the desk and on the couch to catch enemies on both sides of the entrance in a massive blast.

These doors open as soon as you kill the last initial enemy. Then two Bloodmounts and two Boomers enter, followed by a number of Palace Guards. Pick up a Boomshot from a previous kill, watch the Frag Grenades take out the Bloodmounts, and then finish off the stragglers with a Boomshot blast. This is a great way to put a quick end to what could otherwise be a tricky fight. There are enough Frag Grenades in the area to ensure you can always do this.




*Hang back with the Boomshot and let your planted Frag Grenades take out the Bloodmounts.*

Grab the additional Boomshot ammo on your way out the door, and equip a Hammerburst, Lancer, or Gorgon SMG as well. Having ranged, rapid-fire attack power will come in handy.

The final Siege Beast crew is just ahead, but multiple Armored Kantus and Palace Guards are down below in the courtyard. Stay high on the steps overlooking the area, and use your Boomshot and Hammerburst to take out the Armored Kantus. Fire the Boomshot to knock them down. Then rapid-fire the Hammerburst at their mouths to kill them. It's a long shot, but the Hammerburst's iron sights offer improved zoom and accuracy.



*Additional Palace Guards rappel down from the Gas Barge in the distance. Push forward with the Boomshot to take them out along with the Armored Kantus.*

Claim the Frag Grenades on each side of the courtyard, between the tree planters. One of the two small, dome-shaped buildings across the courtyard opens after you slay the last of the Armored Kantus: you get a Flame Boomer if the left one opens or a Mauler if the right one opens. Use the Frag Grenades to take them out, and then continue toward the Siege Beast directly ahead, down the steps.

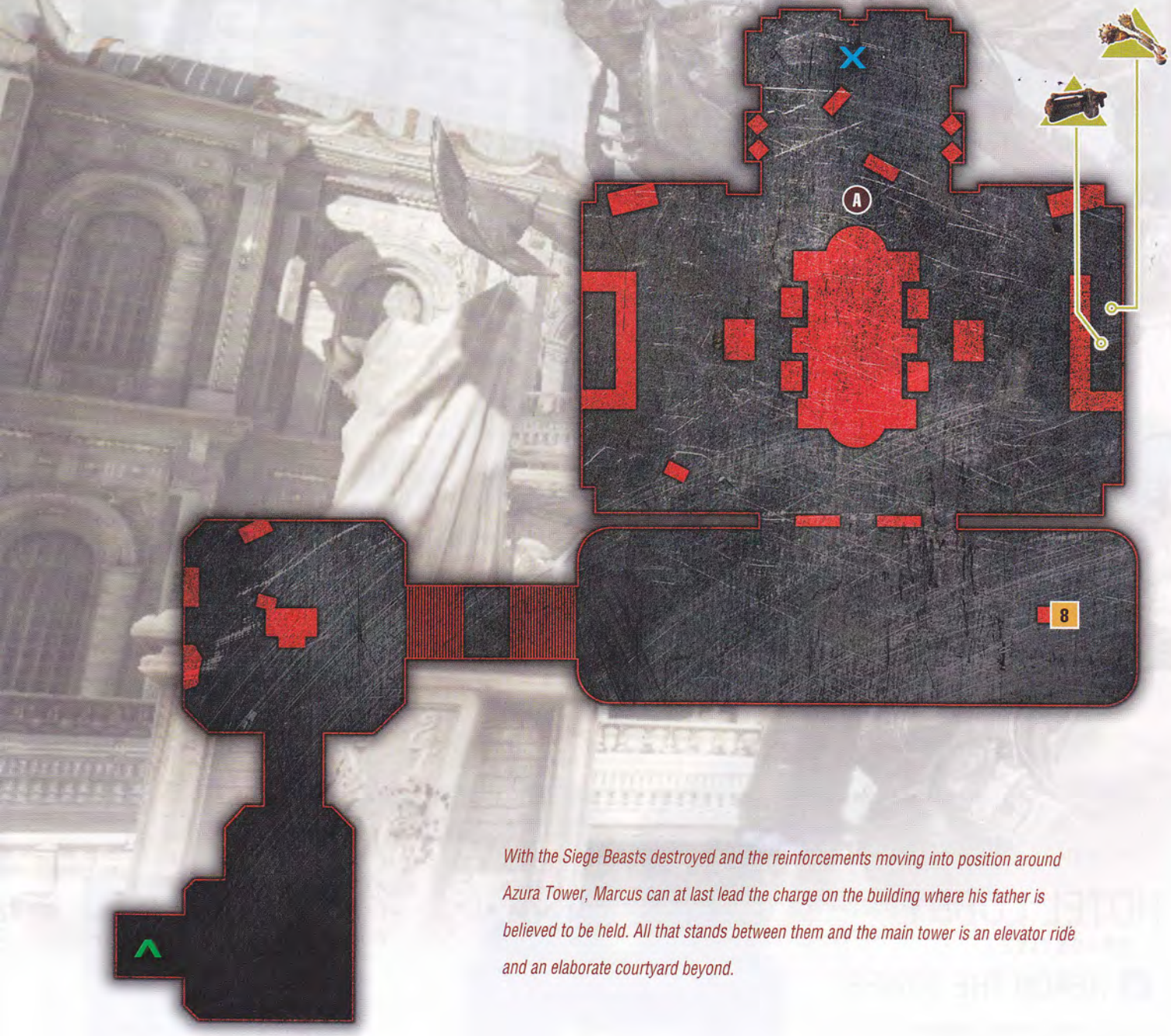
### OBJECTIVE

## G USE THE SIEGE BEAST TO DESTROY THE GAS BARGE

Only one Gas Barge remains. Take the Siege Beast's controls and fire at it to knock it out of the sky. Marcus and the others push the Siege Beast off the cliff to destroy it, making it safe for the other Ravens to enter the area. Good job, Delta!

CHAPTER 04

# THRESHOLD




*With the Siege Beasts destroyed and the reinforcements moving into position around Azura Tower, Marcus can at last lead the charge on the building where his father is believed to be held. All that stands between them and the main tower is an elevator ride and an elaborate courtyard beyond.*

## OBJECTIVES

- **A** REACH THE TOWER.
- **B** TAKE OUT THE LOCUST GUARDING THE TOWER ENTRANCE.
- **C** MAKE YOUR WAY TO THE TOWER ENTRANCE.
- **D** DEFEND JACK FROM THE LAMBENT THREAT.

## COLLECTIBLES



8 — MEMORIAL ANNOUNCEMENT




9 — ANNOUNCEMENT

## HOSTILES ENCOUNTERED


SPECIES: LOCUST
ENEMY TYPE: PALACE GUARD


SPECIES: LOCUST
ENEMY TYPE: GRINDER


SPECIES: LOCUST
ENEMY TYPE: BLOODMOUNT


SPECIES: LOCUST
ENEMY TYPE: ARMORED KANTUS


SPECIES: LAMBENT
ENEMY TYPE: GUNKER


SPECIES: LAMBENT
ENEMY TYPE: DRUDGE


SPECIES: LAMBENT
ENEMY TYPE: DARK DRONE




# HOTEL LOBBY

**OBJECTIVE**

## A REACH THE TOWER

The squad makes their way into the main hotel lobby at Azura. The opulence festooned with blood and corpses creates a surreal ambiance. Savor the area's calm, as this is the last bit of quiet the squad encounters until their mission is complete. Cross the sprawling hotel lobby to the elevators and press the call button. Ride the elevator up to the floor above.

### 8 MEMORIAL ANNOUNCEMENT

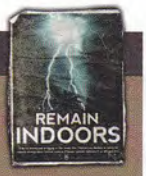


Proceed to the far end of the hall, around the corner from where the mission begins. Inspect the marble bust on the pedestal to collect the Memorial Announcement about a resident's death. Will anyone be around to erect a statue for you?

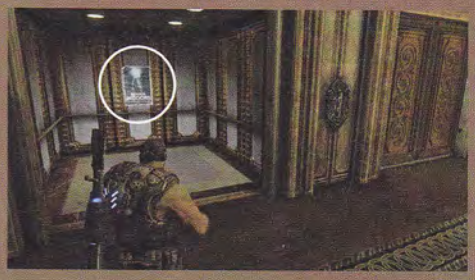


COLLECTIBLES

## 9 ANNOUNCEMENT




Step off the elevator after the ascent, and press the elevator call button to the right. This opens the left elevator car. Enter it to collect the Announcement poster attached to the elevator's back wall.



COLLECTIBLES



*Take either exit, as both lead to the same place. And both are within range of the Locust's Mortar attack.*

Proceed around the corner to the doors that lead out to the fountains located between the hotel and the primary tower. Two independent paths lead around the fountains, one from each door. Regardless of which one you choose, the outcome is exactly the same. Head left or right—the choice is yours.

OBJECTIVE

## B TAKE OUT THE LOCUST GUARDING THE TOWER ENTRANCE

Multiple Palace Guards and a Bloodmount attack as soon as the squad exits the hotel. Furthermore, a Palace Guard mans the Mortar on the center island! Stay high on the stairs near the interior hallway, under the roof's protection. Don't move from this spot until you kill the first wave of Palace Guards and the Bloodmount.

*"You're not gonna die, Baird. Nobody else is gonna die!"*





*Launch your attack from atop the stairs to make the most of overhead cover.*

Use explosives and blind fire to mow down the Bloodmount as fast as you can. If you still have a Boomshot from the previous chapter, then use it. There aren't any explosives to pick up here, so use what you have.

### INCOMING!

**Listen for the sounds of Mortar fire, and quickly run a good 15 steps away from where you're currently positioned. The Mortar is typically aimed at Marcus, but it can't correct its course once it's fired. Relocate!**

Continue around the walkway to the stairs that lead up to the tower on the other side of the fountain. Another Bloodmount attacks here, but you should have a Torque Bow to wield against it. Collect ammo from the fallen Torque Bows and advance past the stairs, far outside the Mortar's range. Fend off Armored Kantus and Bloodmount from afar.

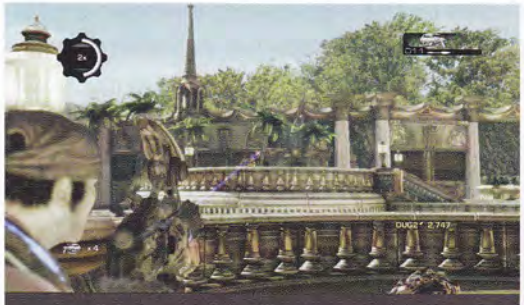


*It's worth monitoring Jack's location to see if he electrocutes a Palace Guard or Bloodmount. Take advantage of his help!*

### MORE KANTUS TECHNIQUES

**No explosives? Without them, you really have to rely on firing into the Armored Kantus' open mouth when it screams. One way to get it to scream without knocking it down with explosives is to down a Palace Guard (without killing him). The Armored Kantus screams to revive the Palace Guard, giving you an opportunity to pump his mouth full of Hammerburst or Boltok fire!**

Try to take out the Locust with the Mortar from the stairs. Otherwise, you have to charge the Mortar position carefully. The Locust drops the Mortar as soon as you make a dash toward its position.



*Take advantage of any lulls in the fight to headshot the Locust with the Mortar.*

OBJECTIVE

## C MAKE YOUR WAY TO THE TOWER ENTRANCE

The tower entrance is sealed tight, and you need Jack to cut it open. The sandbag bunker surrounding the door may seem like a great place to take cover while you wait for Jack to open the door, but it doesn't serve you as well as you'd like.

Plant any Frag Grenades you have on the columns flanking the path that leads to where the Mortar was. Climb over the sandbags, grab the Incendiary Grenades or Frag Grenades near the door, and take cover. Leave the Mulcher where it sits.



*The Onyx Guard died using this Mulcher—chances are, you will too if you use it here.*

OBJECTIVE

## D DEFEND JACK FROM THE LAMBENT THREAT

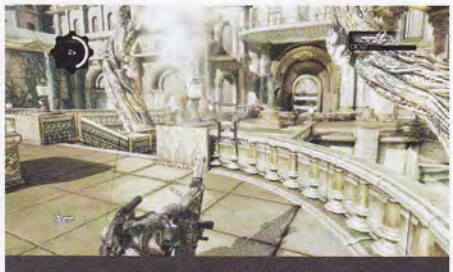
The Lambent have made it to Azura!

Two Lambent Stalks appear, one on either side of the bridge leading to the Mortar. One Lambent Stalk spawns a Drudge and Dark Drones, while the other deploys a Gunker. The Gunker is your top priority. Leave the others for your squad mates to handle while you take on the Gunker.

Lob your remaining grenades at the Gunker. Then quickly mantle the sandbags and sprint for the Mortar. Fire the Mortar at the Gunker, then turn and fire it to the other side where the Drudges are. Stay behind cover to protect against the Drudge mutations. Use up the Mortar's remaining volleys. Then finish them off with the assault rifle or Torque Bow.



*Take cover with your grenades and Torque Bow. Use them to soften up the Gunker.*



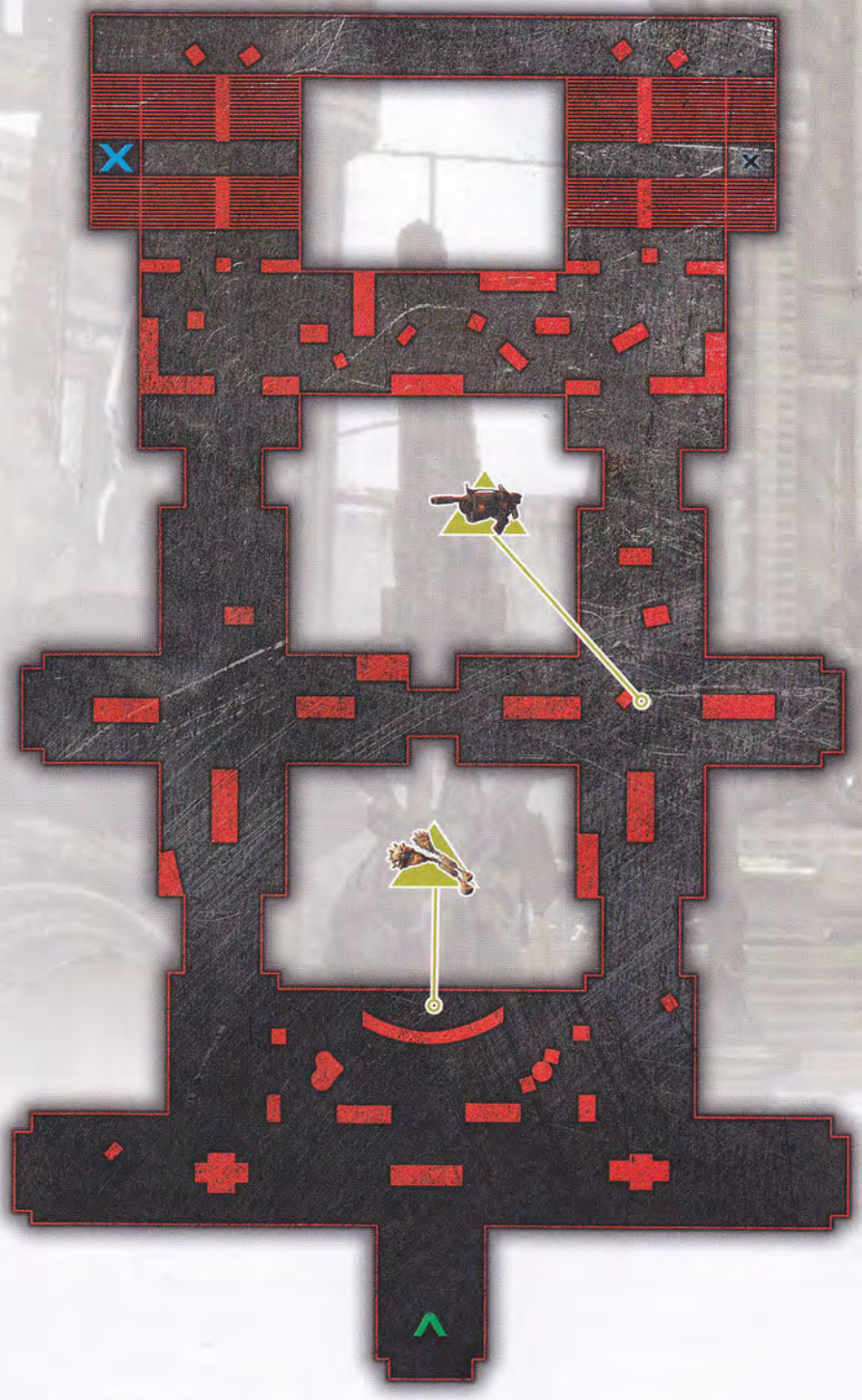
*After you lure the Gunker in close to the sandbag barrier, make a dash for the Mortar and open fire!*

CHAPTER 05

AZURA CENTRAL TOWER  17:02 HOURS

# ASCENSION

*It took some doing, but the squad has finally made it inside Pinnacle Tower, the very building where Adam Fenix is being held. Marcus must lead his team on a perilous ascent up the tower to a heavily fortified floor where Adam is imprisoned. The Locust have already slain every other scientist at Azura, leaving the remainder of Queen Myrrah's army firmly fixed on guarding the elder Fenix. Queen Myrrah knows this is a last stand for Locust and human alike. The stakes have never been greater.*



## OBJECTIVES

- A REACH THE TOP OF THE TOWER.
- B ACTIVATE THE ELEVATORS.
- C REPEL THE LAMBENT UNTIL THE ELEVATORS ARRIVE.
- D REACH THE TOP OF THE TOWER.
- E AVOID THE TEMPEST AND CONTINUE UPSTAIRS.
- F CUT THE CABLES.
- G FIND ADAM FENIX.
- H DISABLE THE SECURITY PANELS.
- I RESCUE ADAM FENIX.
- J RETURN TO THE ELEVATOR.

## COLLECTIBLES



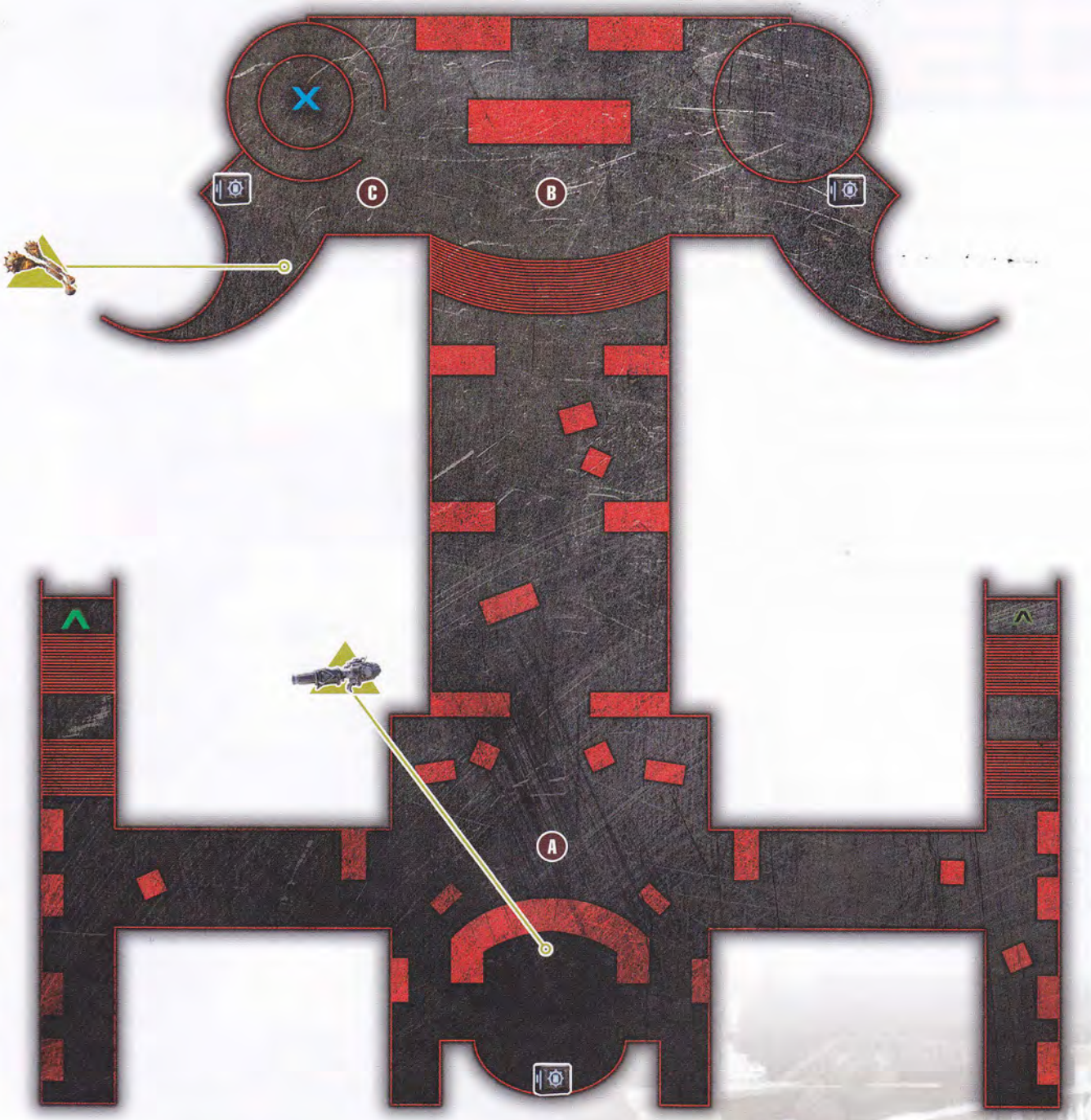

10 BROCHURE



11 COG TAG



12 FENIX RESEARCH




## HOSTILES ENCOUNTERED



**SPECIES:** LOCUST
**ENEMY TYPE:** PALACE GUARD



**SPECIES:** LOCUST
**ENEMY TYPE:** REAVER



**SPECIES:** LAMBENT
**ENEMY TYPE:** DRUDGE



**SPECIES:** LOCUST
**ENEMY TYPE:** GRINDER



**SPECIES:** LOCUST
**ENEMY TYPE:** BLOODMOUNT



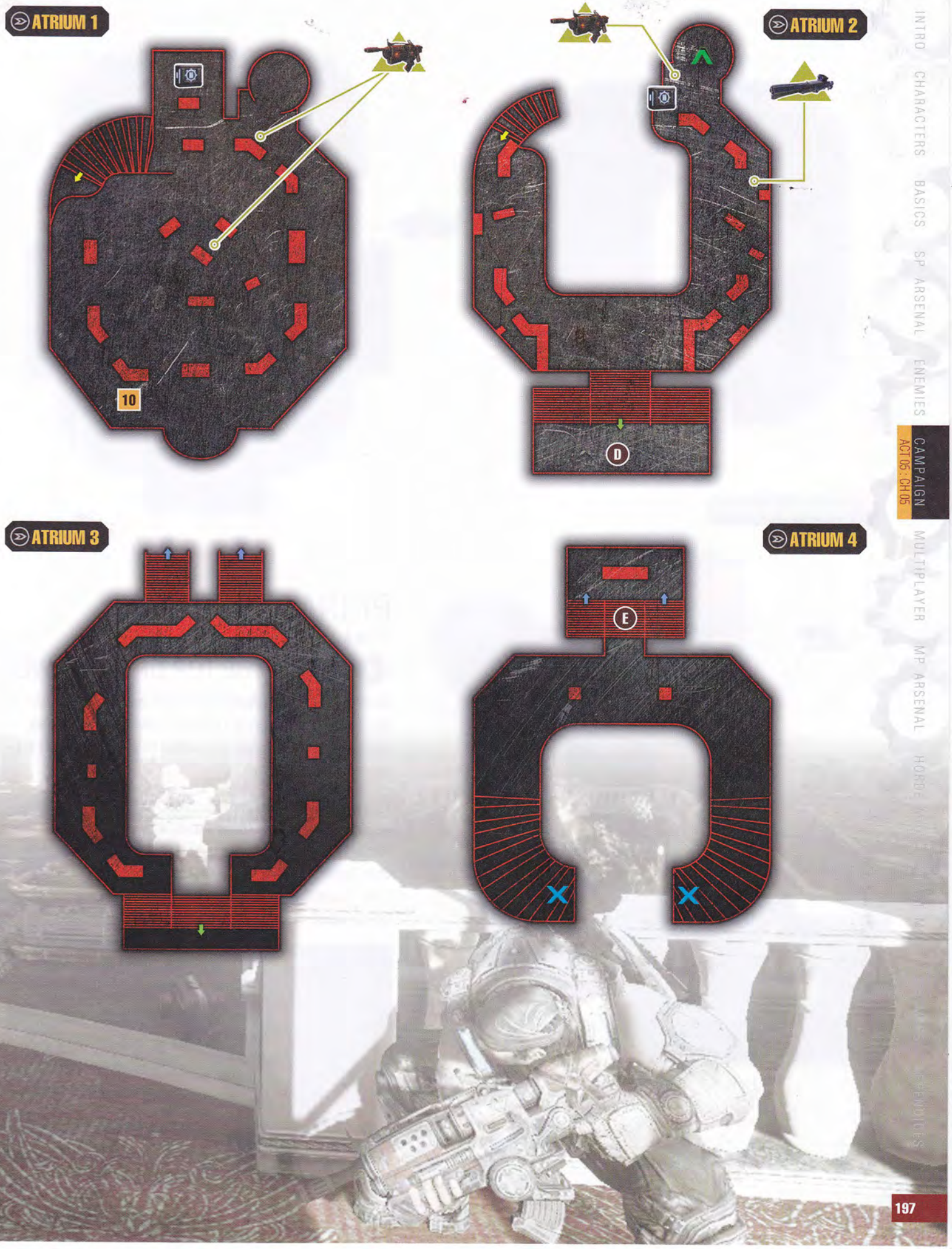
**SPECIES:** LAMBENT
**ENEMY TYPE:** DARK DRONE



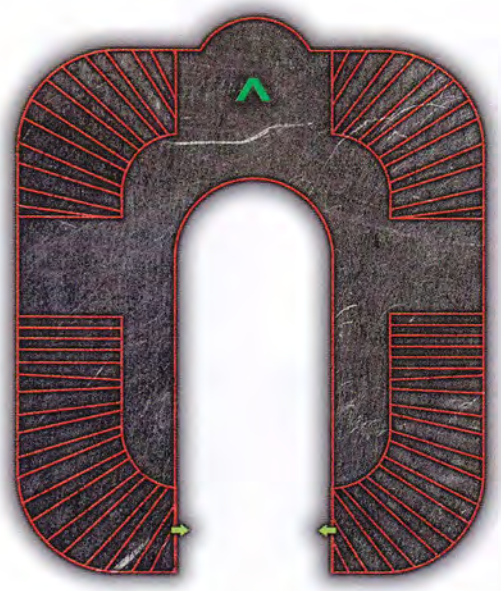
**SPECIES:** LOCUST
**ENEMY TYPE:** MAULER



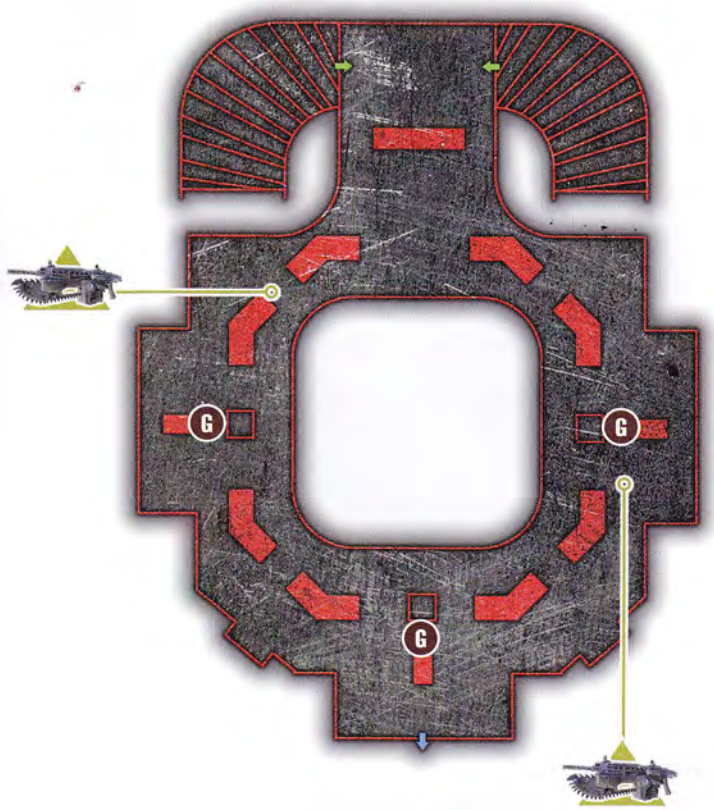
**SPECIES:** LOCUST
**ENEMY TYPE:** KANTUS


ATRIUM 1
10
ATRIUM 2
D
ATRIUM 3
ATRIUM 4
E

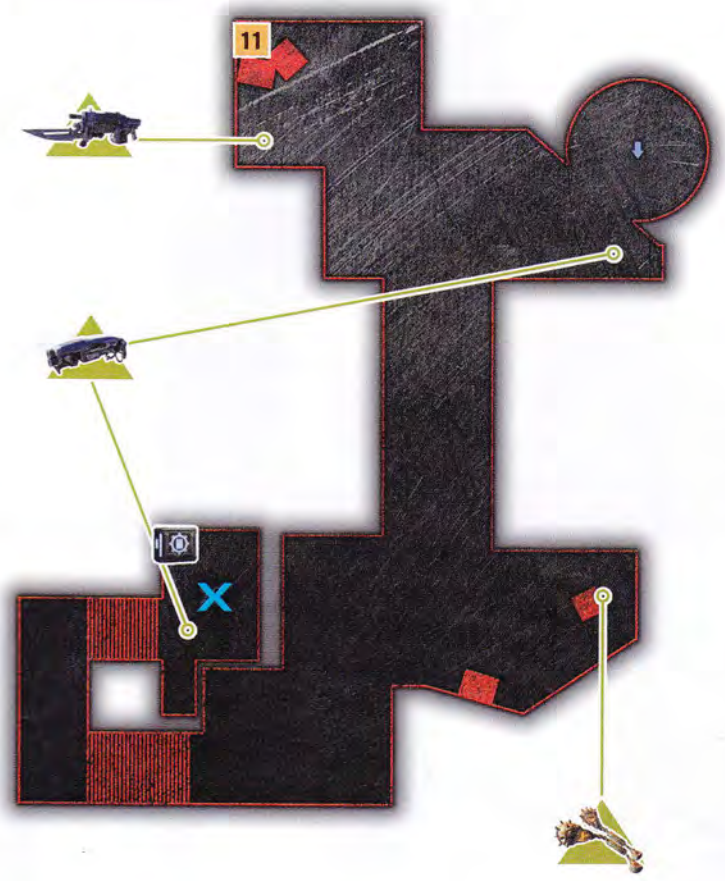
ATRIUM 5




ATRIUM 6




MAINTENANCE HALL



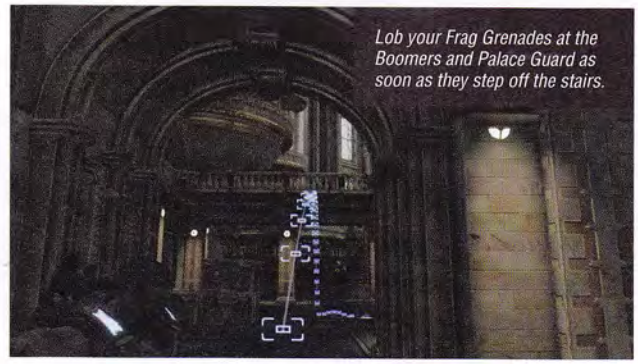

# PINNACLE TOWER

**OBJECTIVE**

## A REACH THE TOP OF THE TOWER

As with the hotel earlier, the Pinnacle Tower's lower level is filled with stray luggage and the signs of a massacre. Collect the Frag Grenades from behind the main counter, and continue through the arches toward the stairs in the main atrium.

You can see two Boomers and a number of Palace Guards descending the stairs toward you. Take cover near the cloth-covered table, and hurl your two Frag Grenades as soon as the Boomer hits the bottom of the stairs. Switch to the Hammerburst or Lancer, and pop the remaining Palace Guards. Ignore the one or two on the upper walkway. Leave them for your squad.



*Lob your Frag Grenades at the Boomers and Palace Guard as soon as they step off the stairs.*

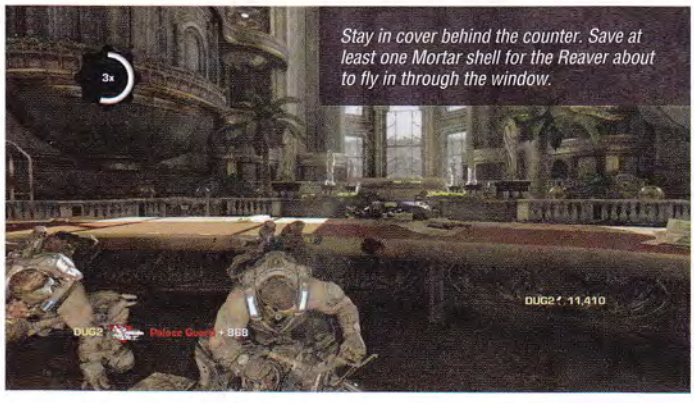
Sprint out toward the stairs and grab the two Boomshots. Then sprint to flank the remaining Locust via the stairs down the hall to the right. Use the Hammerburst to take out any stray Palace Guards as you wind up the stairs and advance to the bridge that the Locust occupied above. Resist the urge to advance all the way to the center. Instead, stay behind cover and wait for the Bloodmounts and additional Palace Guards to attack. Blast them with the Boomshot to kill them.



*Keep your head down. Wait for the Bloodmounts to get closer before you move from cover atop the right-hand stairs.*

Claim the available Torque Bow ammo and move to cover behind the counter in the center. Finish off this area's remaining Palace Guards with the Torque Bow and Hammerburst. Then grab the Mortar.

Equip the Mortar as the last Palace Guard is killed, and be ready for the Reaver that bursts through the window to attack. Fire mid-range Mortar shots at it from behind the counter to avoid its rocket attacks. Don't use the Mortar from further back, or the shells will strike the ceiling directly ahead.



*Stay in cover behind the counter. Save at least one Mortar shell for the Reaver about to fly in through the window.*

## ALTERNATE APPROACH

*Another option is to save the Boomshots for the Reaver, and race up the left-hand stairs. Take cover near the Mortar right away. You can use the Mortar to kill the Bloodmounts and the second wave of Palace Guards. Then switch to the Boomshot and Torque Bow for the Reaver.*

OBJECTIVE

## B ACTIVATE THE ELEVATORS

Cross the central walkway toward the window from which the Reaver appeared. Don't call the elevators just yet! First grab the ammo off to the right, and then pick up the Frags on the left.

You don't really expect those elevators to open right away, do you? Run and plant the Frag Grenades along the path that leads from the counter where the Mortar was to your current position. Now press the elevator call button. Elevators are quite slow and take a while to arrive.

OBJECTIVE

## C REPEL THE LAMBENT UNTIL THE ELEVATORS ARRIVE

Two Lambent Stalks pierce the floor and rise up through the atrium, dropping Lambent Drudges and Dark Drones throughout the area. The Frag Grenades help take out the first to advance along the path to your position. Try to shoot any Dark Wretches that spawn before they trigger your proximity mines.



*Assault the Spawn Pods to reduce the number of Lambent you have to deal with simultaneously.*



*When a Drudge or Dark Drone starts to get too close for comfort, switch to the Torque Bow.*

Focus on shooting the Stalk Pods with your equipped assault rifle. Each stalk has multiple pods, each of which regrows. Take out a few from each stalk, and then assist the COGs fighting off the Drudges and Dark Drones. You should have some Torque Bow ammo from previous enemies. Use it on the Drudges that mutate. Fire the Torque Bow bolt straight into their Imulsion-filled bellies, or take their heads clean off with a headshot.

Alternate between using the Torque Bow against the Lambent and employing the Lancer or Hammerburst against the Stalk Pods. Monitor your remaining ammo and watch for Lambent charging up the central aisle. Listen for the ring of the bell, and grab some extra ammo on the right before you board the elevator.

### CONSERVE AMMO

**If you want to save ammo (and who doesn't?), you don't have to kill all of the Lambent—you just need to survive until the elevator arrives.**

OBJECTIVE

## D REACH THE TOP OF THE TOWER (CONT'D)

Marcus and Anya board one elevator, while Baird and Cole take the other. Take cover against the side of elevator to avoid fire from down below. Some Palace Guards grapple up to the elevator, but Anya is quick to put them down, freeing you to focus on the Grinder on the balcony outside the window.




**Switch to your assault rifle or a Gorgon SMG, if possible. Look out the window to the left. A Grinder attacks your elevator car from a balcony outside the tower. Take advantage of your elevated position and gun it down for some relatively safe extra points!**



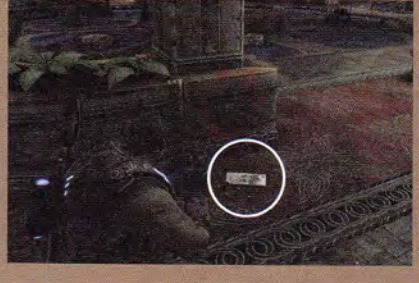
Several Reavers fly through the window into the atrium. They're menacing, but they pose little threat...at least not to your person. They fly close enough to the elevator to sever the cable, forcing it to crash into the lift that Baird and Cole occupy. Wait for Anya to mantle onto the roof of the adjacent elevator, and then follow her.

Anya and Marcus end up one floor above Cole and Baird. Take cover and fight your way to the left. Palace Guards and a Kantus attack near the stairs that lead upward. The Kantus summons Tickers into battle, so be sure to take it down quickly. Wait near the stairs so Baird and Cole can ascend from the lower floor and offer a hand.



*Ready an Incendiary Grenade for the Kantus and any Tickers it summons.*

### 10 BROCHURE






**You can find this high-gloss Brochure extolling the virtues of life on Azura on the lower floor, where Cole and Baird exit the elevator. Fight your way past the stairs that lead up to the next floor, and descend to the lower one. Cross to the far side of the room opposite the stairs. Find the Brochure on the floor behind the pillar.**

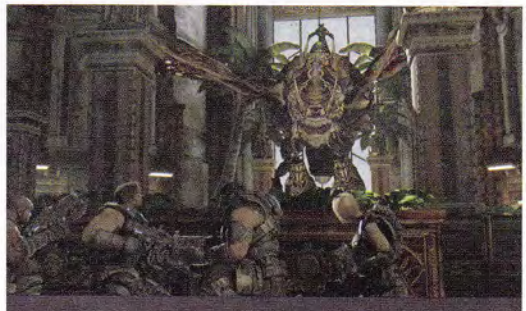
COLLECTIBLES

Claim the collectible on the lower level, and then climb the stairs to the next floor. Take cover and fend off the Palace Guards in the area. They aren't alone—it's only a matter of seconds before Queen Myrrah and her Tempest show up!

OBJECTIVE

## E AVOID THE TEMPEST AND CONTINUE UPSTAIRS

The Tempest doesn't wait to attack with its high-energy fire beam. Roadie Run around the level's perimeter to the next set of stairs, and climb them. Continue to the atrium's uppermost floor, where the Tempest seemingly has the squad pinned between a rock and a hot place.



*The Gears can climb all the stairs they want, but there's no escaping the Tempest!*

OBJECTIVE

## F CUT THE CABLES

Baird has a boy-wonder idea to cut the cables holding the massive counterweight high above the atrium. If you have a Lancer, great! If you don't, you can also just bash the cables a few times—the Lancer's chainsaw is just easier.

Move from cover to cover as you make your way around the room's perimeter to each of the three cables. The direction you choose doesn't matter. The important thing is to use cover unless you're playing on Easy or Normal difficulty. Queen Myrrah and her pet Tempest fry you if just try to sprint straight to the cable. Anya or one of the others will likely revive you, but neglecting to seek cover from the fire beam attacks is still quite risky.



*Take cover behind the planters once you're near a cable. Wait out for the next fire beam attack, and then make a run for it!*

It's best to run alongside cover and crouch until the beam attack ends. Then run for the next cable. Continue around the floor in a circle, cutting each of the cables with the chainsaw as you go. This drops the counterweight onto the Tempest, sending it crashing to the floor far below.

OBJECTIVE

## G FIND ADAM FENIX

The Gears board the elevator, but they know the Locust are planning a massive defensive stand on the top floor. Thanks to Adam's knowledge of the building and Jack's uncanny abilities to override electrical systems, they stop on a maintenance level instead.

### 11 COG TAG

After you exit the elevator, note the Crimson Omen on the wall in the maintenance floor's back-right corner. Use the Lancer's chainsaw to cut through the crates, revealing a COG Tag on the floor behind the crates.



COLLECTIBLES

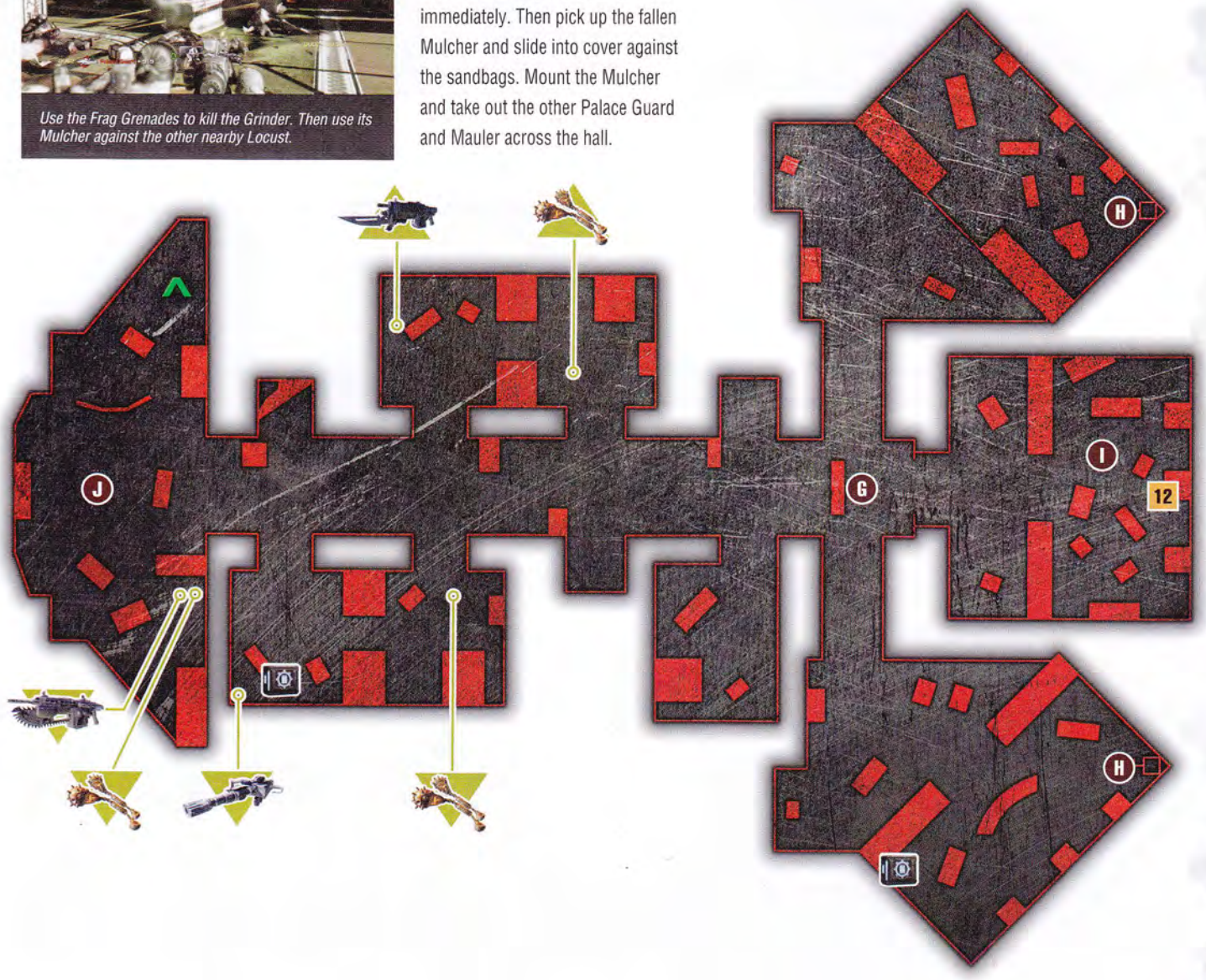
To load up on Lancer and/or Hammerburst ammo, use the Lancer's saw (or gunfire) to cut through the crates near the weapon racks on the maintenance floor. Pick up the Frag Grenades around the corner, behind crates on the left. Climb the metal stairs to exit the maintenance area.

# UPPERMOST FLOOR



*Use the Frag Grenades to kill the Grinder. Then use its Mulcher against the other nearby Locust.*

Sneaking through the maintenance area allows the Gears to get the drop on a Grinder and Palace Guard. Lob the two Frag Grenades at them immediately. Then pick up the fallen Mulcher and slide into cover against the sandbags. Mount the Mulcher and take out the other Palace Guard and Mauler across the hall.



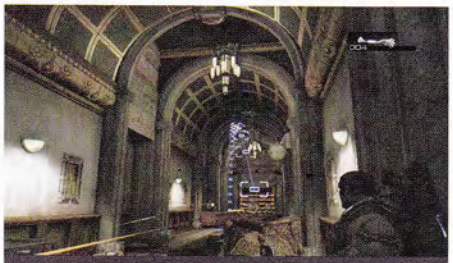
The lengthy hall leads past several smaller rooms, to the office that holds Adam. Multiple Palace Guards are stationed throughout the hall outside Adam's office. They even have a Troika in position outside his door! The battle to rescue Adam is fierce. Cross to the other side of the area that you enter, and pick up the Frag Grenades and the Mauler's Boomshield.



*There are a number of ways to clear the hallway. Using the Boomshield and Gorgon SMG is just one possibility.*

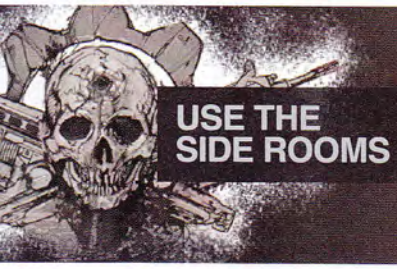


*Or carry the OneShot into cover behind the hallway furniture and use it from long range.*



*Yet another way is to snake through the side rooms and lob Frag Grenades from the doorways.*

Use the Boomshield for protection from the Troika, and proceed up the hallway. Kick open the first door on the right, and locate the OneShot behind the chair. Return to the hall and use the OneShot from behind cover. Take out the Locust manning the Troika and any Grinders or Palace Guards in the distance. Whichever method you employ, the goal is the same: eliminate all visible Locust and advance to the security lasers that bar entry to Adam's office.



### USE THE SIDE ROOMS

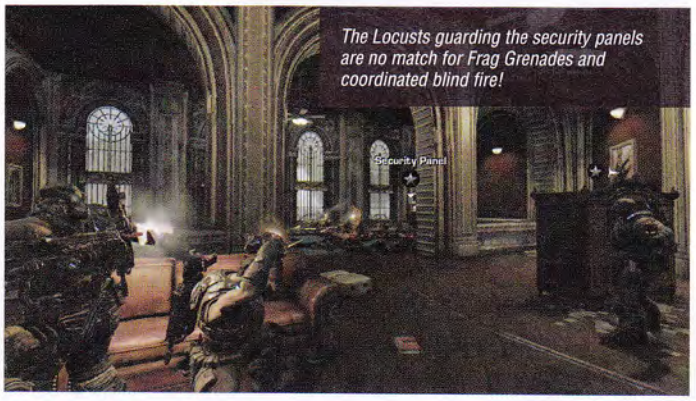
*You can snake your way up the hall via the interconnected side rooms—you can't saw or shoot through some furniture that blocks the path. The two rooms on the right, nearest where you begin, are connected. Duck into the first and return to the main hall via the door at the second room. Roll across the hall and enter the room on the left side. This room connects with the room adjacent to it, allowing you to get even closer to Adam's office while you avoid Troika fire. These side rooms also contain Frag Grenades and ammo—use them to kill any remaining Locust near the Troika!*

**OBJECTIVE**

## H DISABLE THE SECURITY PANELS

Two panels control the security system, one in each of the two offices flanking the room that Adam occupies. Follow the wires on the floor down either side hall to find them.

Each of the two rooms has a strong Locust contingent standing guard. First proceed down the right hall while you have all of your Frag Grenades. Open the door and quickly toss two Frags at the Grinder and Palace Guards. Pick up the Mulcher and use it to finish off the remaining enemies. Pull the lever in the corner to disable the first security panel.




*The Locusts guarding the security panels are no match for Frag Grenades and coordinated blind fire!*





You should have one or two more Frag Grenades for the left room. No Grinders are in this room, but there are multiple Palace Guards. Toss the Frag Grenade and then pick off any survivors. Pull the lever and return to Adam.

OBJECTIVE

## I RESCUE ADAM FENIX

Enter the office that Adam Fenix occupies to learn more about his device, the Imulsion, and the plan to eradicate the Lambent from Sera. Adam has prepared a disc that provides further explanation in case he doesn't survive what's to come.



### 12 FENIX RESEARCH

**Don't rush out of the office immediately. Take a moment to look around. Locate the trunk near the telescope, and pick up the Fenix Research documents on it. This is the final collectible in the campaign. If you've found them all, congratulations!**



COLLECTIBLES

OBJECTIVE

## J RETURN TO THE ELEVATOR

The only way out of the tower is back to the elevators, but a massive Lambent Stalk has sprouted outside the floor. A number of Lambent also drop into the hall near the elevator. Quickly mount the Troika and open fire. Take out the initial crush of Drudges and Dark Drones. Then aim the Troika at the Stalk Pods.



*Grab the Troika and let the Lambent march to their deaths!*

The Stalk Pods can be hard to see from this distance, but you can find them by moving the reticle and watching for it to turn red. Kill as many of the Lambent as you can with the Troika. Then advance through the side rooms to avoid attack. Flank the final Dark Drones hiding in the corners. Grab the ammo lying around, and board the elevator on the right—final stop, rooftop!



ARCADE TIPS

**If you allow it, this battle against the Lambent within the hallway can go on for quite some time. Those playing Arcade mode should put the Troika to prolonged use for maximum points. The Lambent flood eventually slows to a trickle before stopping altogether, but the battle is surprisingly long if you allow it to be. Don't shoot all of the Stalk Pods; try shooting just one or two. Leave the upper-right Stalk Pod alone to get as many Drudges and Dark Drones for points as you can!**



CHAPTER 06

# RECKONING

*It comes down to this. Adam Fenix has a device atop Azura Tower's roof that he believes can eradicate all the Imulsion on Sera, regardless of the host organism. Adam is equally certain it will kill the Lambent but prove harmless to humans with minimal contamination. Its effect on the Locust is unconfirmed, but Queen Myrrah believes it will decimate her species. She's bent on stopping Adam by any means necessary.*



**OBJECTIVES**

- **A** SECURE THE ROOFTOP.
- **B** DEFEAT THE TEMPEST.

**HOSTILES ENCOUNTERED**



**SPECIES:** LOCUST
**ENEMY TYPE:** PALACE GUARD



**SPECIES:** LOCUST
**ENEMY TYPE:** SHRIEKER



**SPECIES:** LAMBENT
**ENEMY TYPE:** DRUDGE



**SPECIES:** LAMBENT
**ENEMY TYPE:** DRUDGE HEAD SNAKE



**SPECIES:** LAMBENT
**ENEMY TYPE:** DARK DRONE

# TOWER ROOF

**OBJECTIVE**

## A SECURE THE ROOFTOP

Marcus and the Gears escort Adam to the tower's roof only to find it crawling with Drudges and Dark Drones. Immediately take cover behind the column to the right. Take aim on the nearby Drudges, and watch for mutated Drudges. Always target their heads/arms first to minimize the threat, and then aim for their bodies. Pop the Drudges to the left and immediate right, and watch for Palace Guards grappling up on the far right. Many of these Palace Guards try to chainsaw Marcus from behind!



*Use the column for cover, and stick close to Adam and the other Gears while you fight the Lambent.*

Don't stray far, or you risk being cut down or encountering a Drudge Head Snake that you don't anticipate. Stick close to your allies. Even Adam Fenix can defend himself with his Snub Pistol. Only a limited number of Lambent are on the roof. Kill the last of them so Adam can enter the laboratory and prime the device.

*Helicopter support helps, but don't try to capitalize on it by following the chopper around the building. Just let it do its thing and stay where you are—not far from the elevator.*






# BOSS BATTLE

OBJECTIVE

## E DEFEAT THE TEMPEST

### TEMPEST

It becomes obvious to Queen Myrrah that the only way to stop the Fenix family from potentially annihilating the Locust is to do it herself. The battle with Queen Myrrah's pet Tempest occurs in stages. It appears alone at first, blasting the rooftop with its fire beam, not unlike the attack inside Azura Tower. Take cover on the far side of a column, and fire at it with guns. Aim for the Tempest's mouth with the Lancer; the weapon's superior fire rate and magazine size make it the ideal tool for this battle.







Continue firing at it until it falls to the roof. At this time, Adam raises multiple columns, two of which have a Hammer of Dawn on them. Grab a Hammer of Dawn and fire at the Tempest. Continue firing at it to push it off the roof—drain the Hammer with two full-length strikes. The Hammer of Dawn re-spawns after 30 seconds if you drop it or run out of ammo.



The Tempest reappears and lunges for the spire. Open fire on its back as it climbs. Aim for its pink jelly spots to inflict damage. The Tempest climbs higher, hoping to escape your weapon fire, only to get jolted by the electrical current atop the tower.



The battle's second phase begins after the Tempest gets jolted atop the tower. Now you must fight the Tempest and avoid its death ray. You must also combat multiple Palace Guards and Shriekers. Shoot at the Tempest from cover between fire ray bursts. Pay close attention to your health situation, as the Shriekers and Palace Guards assault you from your flank. The other Gears do a very good job of defending Marcus while he focuses on the Tempest, but you must be careful.



Knock the Tempest to the roof again and gather fresh Hammer of Dawn ammo. You need frequent ammo pickups for the Lancer as well. Deploy the Hammer of Dawn's satellite attack to knock the Tempest off the roof a second time. Continue using the columns for cover while you fire at her with the Lancer to knock her to the roof. Then switch to the Hammer of Dawn to knock the Tempest off the roof. Keep this up until the creature again lands atop the spire. Beware the Shriekers that emerge from the Tempest's body. Continue shooting the Tempest's pink weak points to chase it further up the tower to the high-voltage pinnacle.



If you're successful—and efficient—during every Tempest encounter, then you only have to knock it off the tower with the Hammer of Dawn four or five times. The Tempest often leaps for the tower a second time after the Hammer of Dawn knocks it off the roof three or four times. The battle's third phase—after the second lunge for the spire—is similar to the previous two. The only difference is that the Tempest moves much more erratically. Continue attacking with the Lancer to knock it out of the air, and then finish it off with the Hammer of Dawn. Congratulations, you've just completed the epic campaign of *Gears of War 3*.



**ARCADE TIPS**

**You can grind for points during this battle by continuing to down the Tempest with the Lancer, but foregoing the Hammer of Dawn attacks. This leads to an endless supply of Shriekers and Palace Guards. Of course, you eventually have to defeat the Tempest to complete the chapter and post those scores to the Leaderboard. So, how long you try to feast on Palace Guards is up to you.**

# MULTIPLAYER INTRODUCTION

***Welcome to Gears of War 3 multiplayer. The following chapters give you the information you need to succeed in each multiplayer mode: Versus, Horde, and Beast. This chapter focuses on general multiplayer advice: multiplayer basics, movement, cover, weapons, as well as advice for Versus-specific game modes.***

# MOVEMENT

Movement in *Gears of War 3* multiplayer is a crucial skill to master. Traversing levels quickly and smoothly is vital for reaching power weapons and objectives at the same time as the enemy team. Your movement skills are also your best defense—and often, offense—when you face off against an opponent.



## MOVEMENT BASICS

By default, you move at a moderate walking speed. This speed isn't suitable for quickly reaching a target area or evading hostile fire. You have the ability to sprint, dodge, slide to cover, move or sprint along cover, leap over cover, and slip around cover to aid in your movement through a map.

The only time you should be moving at a 'normal' walking speed is in close-quarters fights in which you are firing from the hip. Otherwise, you should always move at high speed to present a difficult target and to reach your destination quickly.

## SENSITIVITY

There are three sensitivity settings in *Gears of War 3*:

- **LOOK SENSITIVITY:** Affects the speed at which you turn when you're moving normally.
- **TARGET SENSITIVITY:** Affects the speed at which you turn when you hold the Left Trigger and aim.
- **ZOOM SENSITIVITY:** Affects the speed at which you turn when you hold the Left Trigger and aim while you're zoomed in.

Before you dive into multiplayer, we recommend bumping all three up as high as they can go, at least for a few experimental rounds. It's very likely that you'll find this to be too high or fast at first, particularly for Zoom Sensitivity. However, it's important to get a feel for what the maximum possible look speed is.



Because sensitivity affects your turn rate, it's critical in close-quarters battles with shotguns. It also affects the speed at which you can track fast-moving targets while you aim. And it influences how fast you can respond to and evade incoming fire by moving in the safest direction as quickly as possible.

After you experiment with the highest possible sensitivity, drop the sliders down to the levels you find most comfortable. Generally, your Look Sensitivity should always be set higher than the other two settings, followed by your Target Sensitivity, and then your Zoom Sensitivity.





## ADJUST YOUR SENSITIVITY

*Don't play multiplayer without ever touching your sensitivity. Give it at least a few days' practice on higher sensitivity settings before you settle on your final adjustments. Having a low Look Sensitivity is a crippling disadvantage in close-quarters combat. It doesn't do you any favors when you try to respond quickly to incoming fire or an enemy behind you, either.*

# ROADIE RUN

**> HOLD THE A BUTTON WHILE YOU'RE IN THE OPEN. STEER WITH THE ANALOG STICK.**

Holding the Run button causes you to enter a *Roadie Run*, a fast-moving dash in a semi-crouched position to keep your head down. Roadie running has two downsides. The first is that you cannot use your weapon while you're running. The second is your limited maneuverability.

You cannot turn especially quickly while you're running forward. This makes you an easy target for enemies in your frontal arc. Whenever you can, try to move at sharp angles if you know you're going to take fire.

When you move out in the open, you should always roadie run unless you have a very good reason to move at a normal walking pace. Roadie running causes your camera view to jostle, which can slightly limit your awareness of your surroundings. However, running makes you more difficult to hit, and it reduces the time you're exposed out of cover.

If you run directly into a piece of cover, you automatically assume a cover position next to the object. Note that this is slower than performing a cover slide (see the next section), so try to avoid running into cover if you can slide instead.



## COVER RUN

*You can perform a limited sort of roadie run by 'sprinting' while you're in cover. As long as you hold the Run button, you run along whatever piece of cover you're using, in the direction you currently face. Simply holding the Run button is enough to move; you don't actually have to direct yourself with the Analog Stick. This maneuver is most useful on long stretches of cover. It allows you to move quickly to the end of the object, without exposing yourself by detaching from cover to use a normal roadie run.*

# COVER SLIDE

**> TAP THE A BUTTON WHILE YOU PRESS THE ANALOG STICK TOWARD A PIECE OF NEARBY COVER.**

If you tap the Cover button while you're pressing toward any piece of cover, you slide and immediately take cover beside the object. This move is extremely important. While you're sliding to cover, you move more quickly than any other type of movement. You can cover slide directly forward, to the side, or forward at an angle.

If you have just moved past a piece of cover behind you, you can even slide backward at an angle. Roadie run past a piece of cover, then immediately press back and left or right on the Analog Stick to perform the reverse slide.



### HEAVY WEAPON SLIDE

**Cover sliding is useful when you carry a heavy weapon. It helps mitigate the slow movement speed that carrying a heavy weapon imposes. If you slide into cover, you move more quickly, if only for a moment.**

**If you need to move a greater distance with a heavy weapon, try to bounce your way along cover instead of simply walking.**

Cover sliding is a vital skill to master, and it's a key part of rapid movement through *Gears* maps. It's important for close-range combat, where cancelling cover slides can make you an unpredictable target.

### COVER SLIDE CANCELS

**If you begin to slide toward cover and tap back on the Analog Stick, you cancel the slide. Because you can cancel the slide at any point before you actually impact the cover, you can begin a long, diagonal slide, cancel it just before you impact, and then begin another slide toward a different piece of cover. Mastering this technique lets you move through maps extremely quickly, and it makes you a very difficult target to track. Practice, practice, practice!**

### DODGE AND RUN

**You can continue to hold the A Button after a roll, along with a direction on the Analog Stick to run in any direction instantly. This is an advanced movement skill, but it's extremely useful once you master it. It allows you to move quickly in a very erratic manner.**

### OMNIDIRECTIONAL ROLL

*By default, you can roll in any direction. But if you wish, you can hit the Options menu and disable omnidirectional rolling. Doing so causes you to roll only in the four cardinal directions.*

# DODGE

**>TAP THE A BUTTON WHILE YOU PRESS ANY DIRECTION ON THE ANALOG STICK.**

Dodging causes you to go into a combat roll in any direction. It's very useful for quickly evading into cover, or eluding certain weapons. Dodging is also useful for breaking up your movement profile when you progress from cover to cover in the open.

Be careful about dodging in close-quarters combat. Players are very attuned to the roll's speed and recovery. Trying it against a skilled opponent armed with a shotgun is a good way to die.



# ADVANCED MOVEMENT

***By blending all of the movement techniques together, you can move through a map very quickly. When you can react instantly to incoming fire, you greatly increase your chances of surviving a sudden ambush.***

## WALL BOUNCE

**> PRESS BACK ON THE ANALOG STICK AT THE LAST SECOND WHILE COVER SLIDING.**

Wall bouncing is simply the act of using Cover Slide cancels repeatedly to propel you quickly through a level. You can also use it in close-quarters combat to make yourself a very difficult target. Or you can get to an enemy's flank or rear for a lethal shotgun finish.

Practice your wall bouncing technique by occasionally cancelling Cover Slides during your normal movement through the level. Cancelling the last slide just before you engage an opponent at close range is often a useful maneuver, and it's a good way to get a feel for the technique.

Repeatedly bouncing through a map is much more difficult. It simply takes practice, as does using bouncing effectively in a close-range fight. Don't sweat this technique's high-level applications if you find them unnatural at first. Simply practicing cover slides and cancelling them occasionally is enough to put you on more than even footing with most players. As your skill grows, you'll find that you naturally begin to slide and cancel repeatedly without thinking about it as you move through a level.



## ROLL SWITCH

**> CONTINUE TO HOLD THE A BUTTON AND A DIRECTION ON THE ANALOG STICK AFTER PERFORMING A DODGE.**

Roll switching allows you to run instantly in any direction after performing a dodge. Combining this with a quick cover slide makes you into a very erratic, very fast-moving target that's extremely difficult to hit. This can easily save your life when you come under heavy fire as you run toward an enemy position or a surprise attack.

When you're still learning the maps, don't worry about the direction that you run after the roll. Just perform a roll, start the run, and then cover slide at the nearest piece of cover.

This won't always end well for you, but you have to perform the technique repeatedly to get a feel for it. Transitioning a dodge into a 180-degree run, and into a sideways cover slide can be very disorienting. Remember that it's just as difficult for your opponent to aim at you!



As you become more familiar with the maps, rolling and running into cover that gives you the best protection becomes second nature. With practice, you can use it to shift your position quickly to escape or attack an enemy almost anywhere on any map.

## ROADIE RUN SWITCH

**> BRIEFLY RELEASE AND THEN HOLD THE A BUTTON AND A DIRECTION ON THE ANALOG STICK WHILE ROADIE RUNNING.**

The roadie run switch is a simple but useful maneuver that allows you to suddenly perform a 90- or 180-degree turn while you're running. Normally, roadie running constrains your turning ability, giving you a somewhat ponderous, tank-like feel while you're running. By switching directions suddenly, you can traverse the maps more rapidly and present a challenging target to your opponent.

Using the 180-degree run switch to face an enemy behind you usually isn't a good idea. It takes a brief moment to reverse directions, and that can be long enough for your opponent to take you down. Instead, use the 180 to change direction when you realize you're headed into a bad situation and need to reverse course quickly. You can use the 180 on an enemy that's chasing you if you aren't immediately under fire. Again, cover sliding and quickly reversing the camera is usually a safer option. Choose the method that best suits your combat situation!





# GEARS CONCEPTS

*To excel in Gears multiplayer, you must learn several basic skills. This section discusses each of these techniques and provides tips to help you master them.*

## WEAPON USAGE

Basic weapon usage in *Gears* is simple: point and shoot. The intricacies are slightly more complex. For details on how weapons in the *Gears* universe function in multiplayer battles, keep reading.

### AIMED FIRE

**> YOU PERFORM 'NORMAL' FIRING SIMPLY BY AIMING YOUR WEAPON AND SHOOTING.**

Assuming you're stationary, this is the best accuracy you can get from most weapons. Aiming while moving is still more accurate than shooting from the hip.



### ZOOMED FIRE

**> ZOOM-CAPABLE WEAPONS: SNUB PISTOL, GORGON PISTOL, BOLTOK, HAMMERBURST, LONGSHOT**

Zooming provides increased accuracy at a greater distance, at the cost of your peripheral vision. When it's zoomed, the Hammerburst gives you an iron-sights view that allows you to target enemies at much greater range than the other rifles. The Longshot and Oneshot both provide true scoped long-distance views. Use this zoom only when you're certain that a flanker isn't about to hit you—you are nearly defenseless while you're fully zoomed.

The other weapons zoom to a lesser degree, but they're still useful for picking away from ranges greater than you can normally hit with any degree of accuracy.

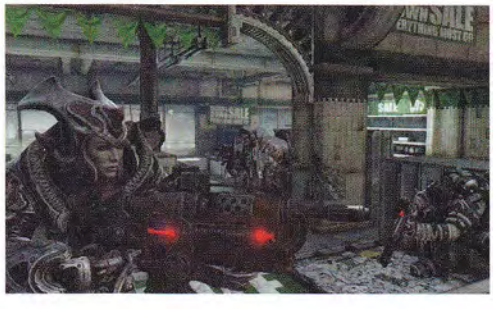


Remember that the Snub Pistol and Boltok both provide a means to deal damage at a distance if you're using the Retro Lancer or a shotgun and lack a rifle.

### BLINDFIRE

**> PRESS THE RIGHT TRIGGER WHILE YOU'RE BEHIND LOW COVER, OR AT THE EDGE OF LOW OR HIGH COVER.**

Blindfiring is the act of shooting your weapon from behind cover without direct line of sight to your target. It allows you to fire while barely exposing yourself to incoming fire. It isn't tremendously accurate, so don't expect blindfire to down an enemy at a great distance. However, you can absolutely down or even kill an enemy in the open, especially if he or she foolishly charges your position. Don't hesitate to use blindfire with certain special weapons or the shotguns.



Even the Gnasher can be surprisingly effective at medium range, and a corner-fired Sawed-Off Shotgun is lethal at pointblank range.

Blindfire is also effective for delivering at least a modicum of retaliatory fire when you're under heavy suppression from multiple enemies—better to return some shots than huddle completely defenseless.





## HIPFIRE

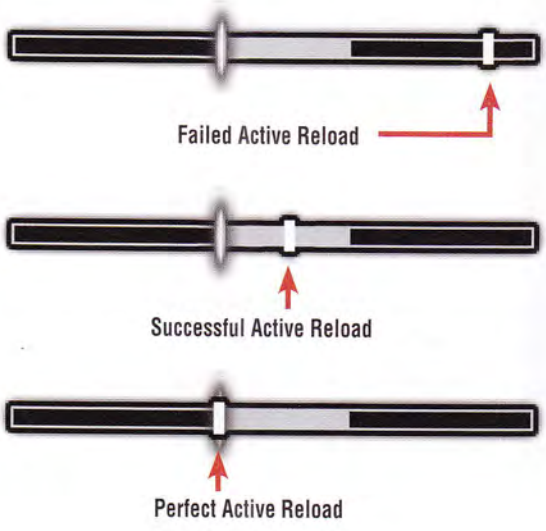
**> HIPFIRING IS SIMPLY SHOOTING YOUR WEAPON WHILE WALKING AROUND, WITHOUT TAKING THE TIME TO AIM DOWN THE SIGHTS OF YOUR GUN.**

Hipfire is roughly as accurate as blindfiring, and it's generally a bad idea for anything outside close range. However, at close range, hipfiring is highly effective with shotguns, and it's quite dangerous with the Retro Lancer as well.

## ACTIVE RELOADS

Pressing the Reload button triggers the Active Reload sequence for your weapon. You can then either wait for the full reload animation to complete (the slow method), or you can press the Reload button a second time to execute an Active Reload. If you press the Reload button at exactly the right moment, you perform a Perfect Active Reload, which gives your weapon a damage boost for a short period of time.

Every weapon in the game has a different reload timer, and a different time at which you must press the Reload button a second time to land an Active or Perfect reload.




Some weapons have quick reloads with Active Reload windows that fall early in the weapon's reload animation. This allows you to reload the weapon very quickly. Others have much slower reload animations, along with Active Reload timing that falls later in the animation, as well as much more difficult Perfect Active Reload timing.

Active Reloads are critical to your success in multiplayer. You don't need to hit every Perfect Reload with 100% success, but you do need to hit a basic Active Reload with close to perfect accuracy!

## PERFECT RELOAD DECAY

When you land a Perfect Active Reload, subsequent Perfect Reloads become more difficult. Each time you reload the weapon without using another weapon or flubbing a reload, the timing on the next Perfect Reload becomes tighter. With practice, you can still continue to land Perfect Reloads. However, weapons that already have difficult Perfect Reloads can become extremely challenging to hit repeatedly.



# RELOAD METHODS

Active and Perfect Reloads are very important. As you gain experience, you should find yourself hitting Active Reloads every time, and Perfect Active Reloads very frequently. Here are a few ways to think about reloading your weapons. They may help you to nail that clutch Perfect Reload in mid-fight.



## SIGHT

**> WATCH THE ANIMATION.**

The animations for reloading weapons are fixed. Consequently, you can use the animation as a visual cue for when you can land a reload. Using the animation is generally easiest for hitting an Active but not a Perfect Reload. The upshot: it's very easy to hit that reload without ever glancing at the top-right of the screen.

A few weapon animations do make it fairly easy to hit a Perfect. Experiment with each to get a feel for the animation. Naturally, this method is not as useful when you're sprinting or rolling!

## SOUND

**> LISTEN TO THE RELOAD.**

In addition to fixed animations, every weapon has a distinct reloading sound. You can use these sounds to land Active Reloads—experiment in a solo game. Reload with no other background noise, pay attention to the sound when the reload bar enters the Active zone, and then try again with your eyes closed.

With practice, you can use the sound on certain weapons to land a reload without watching the animation or the reload bar. Of course, using sound is harder on some weapons, and it's much harder in the middle of a very loud firefight.

## TIMING

**> LEARN INDIVIDUAL WEAPON RELOAD SPEEDS.**

For a new player, this is the hardest reload method. It simply involves learning the specific reload time for each weapon. With practice, you can generally land a regular Active Reload on any weapon without much thought. And with more practice, you can start hitting Perfect Reloads even while in mid-roll during combat.



There isn't any real trick to this method. You simply begin by using the normal reload bar and gradually decrease your visual checks until you are comfortable reloading without looking.

# STOPPING POWER

Stopping power is the slowing force that weapons cause on targets moving toward you. Stopping power is reduced against enemies moving sideways or away from you. Weapons with a high rate of fire, for example the Scorcher and the Mulcher, basically ignore direction of movement. Any damage from a weapon causes some slight stopping power effect. But as a rule, rapid-fire weapons, particularly the Lancer and Gorgon, are most effective at stopping targets in their tracks when they try to rush you.

# MARKING TARGETS

**> PRESS IN THE LEFT ANALOG STICK WHILE YOU AIM AT A TARGET.**

Click the Left Analog Stick while aiming at a target to 'mark' it as a target for your team. This mark is visible to your teammates, and it makes coordinating kills much easier.

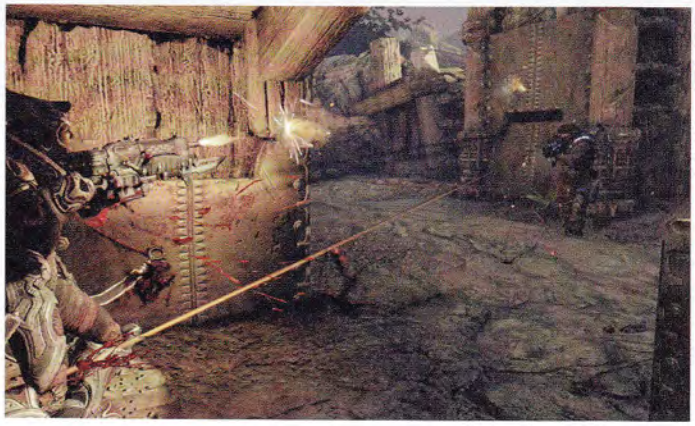
### MARK THOSE TARGETS

**Target marking is extremely important. Marking targets is one of the best ways to help you and your team! Mark targets continually until it becomes second nature—you should mark every enemy you aim at automatically!**

### INCOMING!

*Staying in any position for long is a bad idea in general, but mantle kicks add an extra level of danger. If you stay behind low cover and get distracted, it's very easy for someone to sprint to the other side of your cover, slide, and quickly mantle, kicking you in the head and blasting you with a shotgun.*

*The other issue is that trying to mantle kick into a player approaching your cover is a coin flip. You may time it right occasionally. Other times you get hit, and occasionally you both miss each other and swap sides. While this is comical, jumping back and forth over cover is not a good tactical situation in which to find yourself.*





# MANTLE KICK

**> PRESS FORWARD AND THE A BUTTON WITH AN ENEMY ON THE OTHER SIDE OF LOW COVER.**

If you vault over cover with someone immediately behind, you kick the person in the face and stagger him. This is perfect for an instant shotgun blast to the gut or a chainsaw to the face. Mantle kicks inflict slight damage, so they can down a target or kill a downed player.

Mantle kicks are very useful, as they allow you to 'dig out' an entrenched player, and they usually give you a lethal advantage in combat. Don't try to rush a player in cover while you're in the open—stopping power and your own lack of cover are a good way to get yourself killed. If you spot a distracted player behind low cover, or if there's abundant cover to approach via repeated cover slides, going for an aggressive mantle kick is a good way to eliminate your target.

# RETICLE BLOOM

**> MOVING OR FIRING YOUR WEAPON RAPIDLY DECREASES YOUR ACCURACY, WHILE AIMING DOWN THE SIGHTS OR ZOOMING INCREASES YOUR ACCURACY.**

The reticle bloom animation is new to *Gears*, but its detrimental effect on your accuracy is not. That is to say, weapons in *Gears 2* already had decreased accuracy when you fired them rapidly or on the move. Now you can actually see how inaccurate your shots are becoming.

### LONGSHOT ACCURACY

**The Longshot is a special case. While the reticle does bloom when you move, the Longshot is still somewhat accurate. As a result, if you are confident in your aiming skills, you might land a killing headshot while you're moving.**

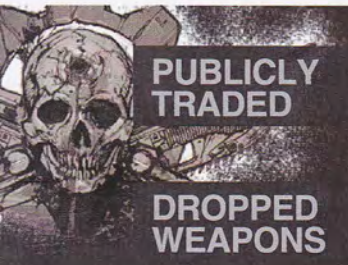


# TRADING WEAPONS

**> AIM AT A FRIENDLY PLAYER AND PRESS THE X BUTTON AT CLOSE RANGE.**

You can trade weapons to friendly players in any game mode. This is vitally important in Capture the Leader, because your Leader needs resupply without being exposed to danger. In other modes, you can use weapon swapping to take a weapon—or turret, or Silverback—from a bot.

You can also trade a power weapon to a teammate. This is great if your comrade is defending a crucial area and you're planning a dangerous assault on a defended position—better to get backup from your Boomshot than to hand it to your enemies!



### PUBLICLY TRADED

*Don't expect a lot of weapon trading in your usual random online matches. At best, you may see some weapon trades in Capture the Leader. In organized games, or when you play with friends, exploit weapon trading to the fullest. Give weapons to the players who are best with them, and ensure that the right map positions are covered by the right weapons whenever possible.*

### DROPPED WEAPONS

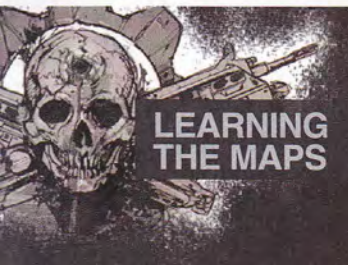
*Weapons dropped on the ground disappear and respawn after a short time. Heavy weapons last a bit longer than others, but all vanish fairly quickly. Don't leave weapons on the ground for teammates or enemies unless you're sure the weapon is secure (or unimportant).*

# TAC/COM

**> HOLD THE LEFT BUMPER.**

Tac/Com provides a HUD overlay displaying the location of all friendly teammates and all weapon spawns on the map. You can use Tac/Com to get a feel for how the battle is going by noting your teammates' positions and comparing them to any enemies you're aware of, as well as bullet tracers or other clues to enemy presence.

Use Tac/Com frequently when you suspect you may be heading into an ambush. If most of your team is elsewhere and you don't see the enemy team fully engaged with them, assume that you're heading toward a defended position.



### LEARNING THE MAPS

*If you're new to multiplayer, use the Tac/Com in combination with the overhead map to figure out where the weapon spawns are located. The Tac/Com always shows the current weapon cycle on the map, so you can decide what power or heavy weapons to go after each round. If you're totally unsure about how to move or where to go, use Tac/Com to follow the movement of your teammates. Experienced players tend to move very quickly to the most important areas after a fresh spawn. Watch them move at the beginning of a new round to see how and where they go.*

*Mid-match, you can use Tac/Com to find teammates to support. If you're new, fighting near your teammates is usually a good idea.*




### CAPTURE THE LEADER TAC/COM

**The Leader has an upgraded Tac/Com that shows the locations of all enemy forces at all times. Use this powerful benefit to ambush unsuspecting opponents and to alert your team to enemy positions.**

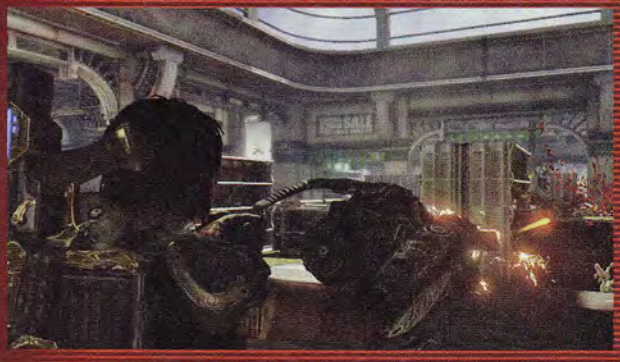
# COVER

*Cover is life in Gears of War.*

*When you're in hard cover, you're fairly well protected from frontal shots, and you're difficult to hit cleanly even from an angle. On top of that, you gain a very slight damage-resistance boost when you take hits from the frontal arc. However, a player with a Scorcher can do damage through cover.*

*Aside from the slight damage resistance, note that cover does not provide any sort of magical shot blocking. A well-placed Boomshot can still blow you to bits. A good sniper can take your head off at the edge of low cover, and precision shooting can hit any exposed parts of your body.*

## COVER IN MULTIPLAYER



**One pitfall in transitioning from single-player to multiplayer is learning that, while cover is still extremely important, mobility and situational awareness are even more important.**

**While you should always be behind cover in any sort of ranged firefight, there are times where moving out of cover is the better course of action, especially up close. On top of that, staying in cover and moving slowly is a bad idea. Agile players can flank and kill you once they realize you're comparatively immobile.**

**Use cover wisely, and watch how skilled players use it while you're still new to online play.**

## FLANKING

**> FLANKING IS SIMPLY ATTACKING AN ENEMY FROM THE SIDE OR THE REAR.**

This is an effective combat tactic in any situation, but it's especially strong in *Gears* combat. Flanking an enemy nullifies an enemy's cover advantage. By the time a target realizes it's in danger, it's usually too late to escape. Study the maps carefully. Most provide multiple routes that you can use to flank an enemy position, and doing so is often vital to remove an entrenched defense.

If you are flanked, doing a quick mantle kick or cover slip and sprinting away can be critical to your survival. Don't try to fight back against an enemy who already has the upper hand.



## ELEVATION

**> ELEVATION GOES HAND IN HAND WITH FLANKING AS A VALUABLE TOOL TO USE AGAINST OPPONENTS IN COVER.**

When you have an elevation advantage, you can often shoot down at a target behind cover, even if it would normally be difficult or impossible to hit straight on from even ground. Thus, high ground is almost always a critical area to control on a given map.

Spend some time exploring each map to learn which areas possess both elevation and useful lines of sight—elevation doesn't help much if you can't cover a strategically relevant area.



# COMBAT

## LONG-RANGE COMBAT

Very long-range combat is almost exclusively the realm of the Hammerburst and a few power weapons. Because most of the other default weapons can't deal enough damage at long range, most long-range firefights are one-sided affairs. One person has a long-range weapon, the other doesn't, and the person getting shot at is either being suppressed or trying to get completely out of the shooter's sightline.



If you're using the Hammerburst or going for long-range power weapons, fully exploit your opponents' inability to retaliate against you. Mark targets constantly, call out enemy positions when they move out of your sightline, and continually suppress enemies near power weapons and other key areas.

Even if you aren't using a long-range weapon, marking targets and calling positions is still an extremely important task. Enemies and friendlies stuck in medium- or close-range battle lack the perspective you have on the field, and you can see danger coming well before your teammates can.

## MEDIUM-RANGE COMBAT

The vast majority of *Gears* combat takes place in this range band. Almost all of the default starting weapons can fight effectively at medium range, and most power weapons can as well. Medium-range firefights are dangerous. Fighting the targets straight ahead of you isn't unusually risky. However, when you're mired in a mid-range firefight, it's very easy to get flanked and spanked by even a lone enemy, particularly if he carries a lethal power weapon.

If you find that you're simply trading fire from behind cover with one or more enemies, take a second to evaluate what you're accomplishing. Are you pinning down targets and allowing a teammate to flank? Are you protecting a key objective or area? If your answer to the last question is no, and you aren't completely suppressed, get out of there. You can rarely kill an enemy behind hard cover at medium range unless you flank them.



This leads to the next point: medium-range combat from a flank is the second most lethal and the most effective means of attacking the enemy team. If you can engage enemy targets that are behind cover and firing at your teammates in front of them, you can likely down or kill them by the time they realize they're taking fire from the flank. Even if you don't kill them, your teammates can finish them off when they break cover to escape.

Positioning is vital in medium-range combat, as is situational awareness. Pay careful attention to where your teammates are in relation to enemy forces. If the setup looks bad, make an effort to reposition yourself.

# CLOSE-RANGE COMBAT

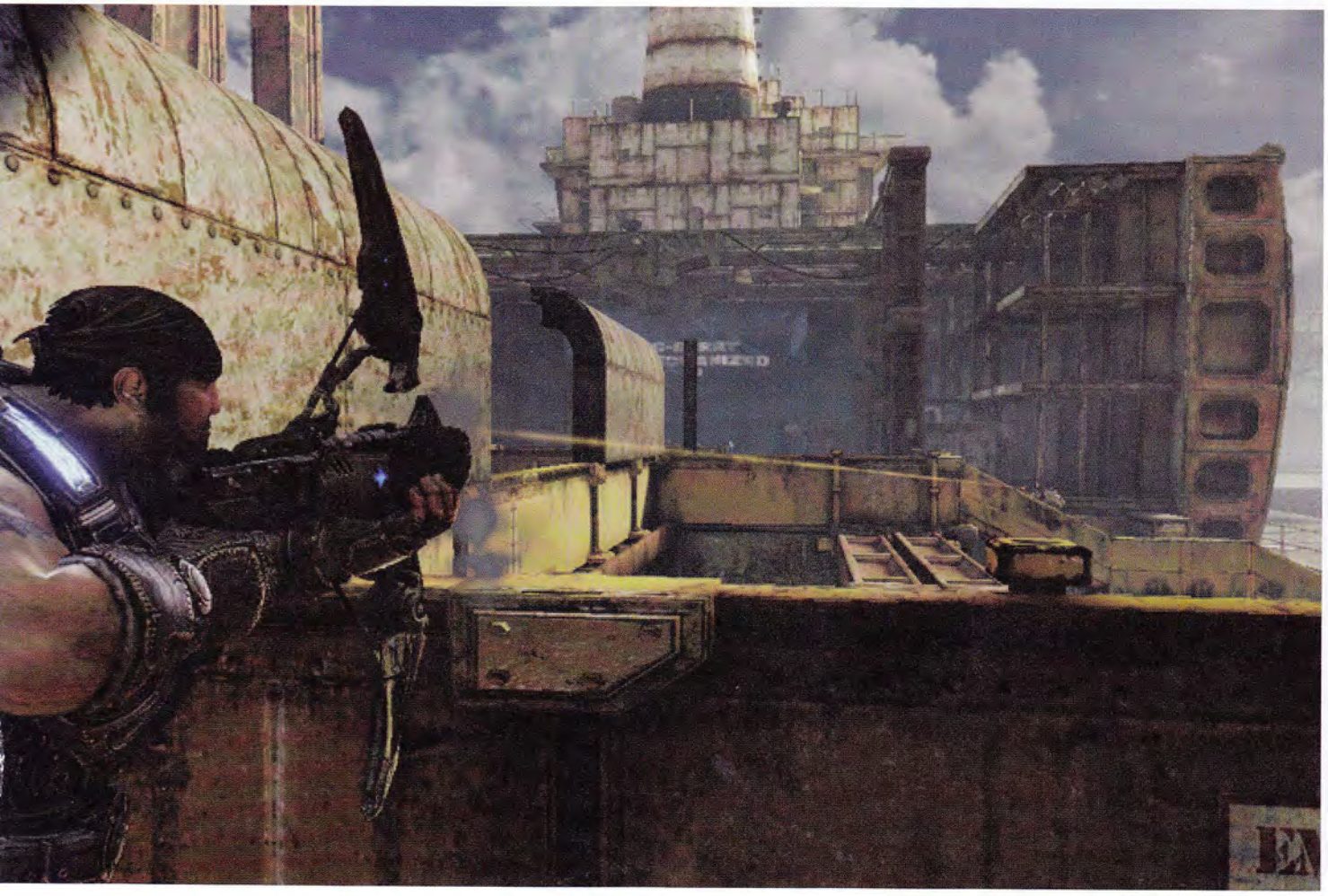
Close-quarters combat in the *Gears* universe is brutal, lethal, bloody, and very short. You can take down enemies at close range almost instantly...but the same goes for enemies taking you out. Consequently, fighting at close range is a high-risk, high-reward proposition.

If you do it well, you can top the kill charts and inflict heavy casualties on the enemy team in any mode. If you do it poorly, you can expect to top the death charts, and weaken your team. One-hit shotgun kills, chainsaws, melee, increased accuracy at short distances: all of these contribute to a very fast-paced, very dangerous combat environment. However you feel about CQB, you must learn to deal with close-range fighting. It is unavoidable. You simply cannot expect to stay at mid or long range and fire a rifle for an entire match. Be prepared!

## DEFENDING AGAINST THE SHOTGUN RUSH

**You'll eventually face opponents who spend most of the match trying to get into close range and use either the Gnasher or Sawed-Off Shotgun—sometimes even if another weapon is a better choice. Expect this behavior, and be ready for it. Here are a few tips:**

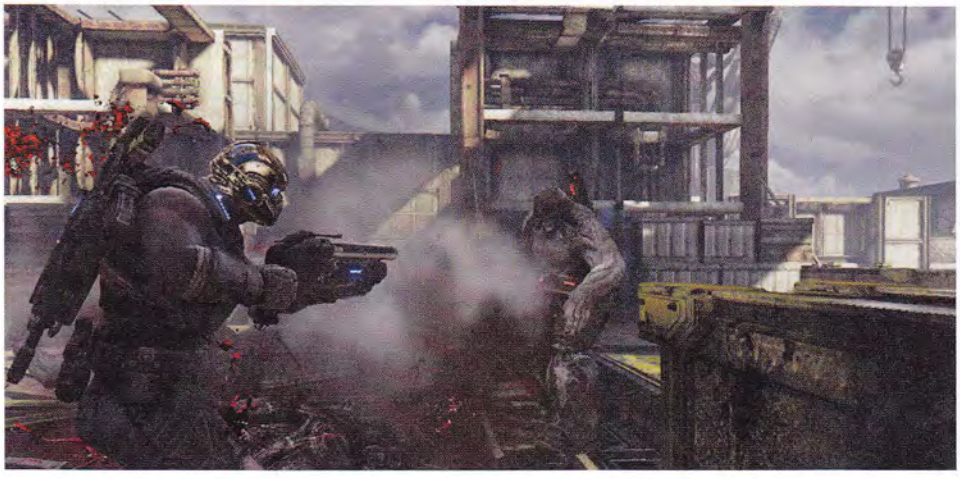
- **Use your own Sawed-Off Shotgun. It's an even fight against an enemy's Sawed-Off. It can often instantly dispatch a Gnasher user if you use it well.**
- **Use the Retro Lancer; it excels at eliminating close-range enemies.**
- **Plant Smoke and other grenades as early-warning alarms or lethal explosives near your position.**
- **If you're near the midfield, be sure to scan the area frequently with a full 360-degree sweep.**
- **Back around a corner and lie in wait with a shotgun, the Chainsaw, a power weapon, or simply wait until the foe's back is exposed and open fire.**



## SITUATIONAL AWARENESS

So much of *Gears* combat depends on positioning before an engagement even begins. Thus, situational awareness is not an optional skill; it is vital for survival. Situational awareness simply means using all of the tools at your disposal to stay alert and aware of enemy movement.

- **SIGHT:** Enemies at long range, movement behind cover, tracers
- **SOUND:** Weapon fire, reloading, footsteps, speech
- **TAC/COM:** The positions of your teammates versus known enemies
- **MESSAGES:** Specific weapon picked up? Teammate killed with a specific weapon?



## RECOGNIZING PERFECT ACTIVE RELOADS

When ammo charged with a Perfect Active Reload is fired, it often has a distinct tracer effect, a different sound effect, or another visual indicator that a Perfect Reload is being used. Pay attention to these cues. Rushing headlong into someone with a fully loaded Lancer aiming suppression fire toward your position is suicide. Similarly, watch out for the Perfect Reload on the *second* shot of a freshly picked up power weapon.

# TEAM PLAY

***When you play alone, organized team play considerations don't really apply. You may coordinate who goes for which power weapon, and where to defend on a map, but not much more than that. You can be a lot more coordinated than that if you put in a bit more effort with your team. Following are some ideas to consider.***

## TEAM WEAPON SELECTION

On any given team of five, you can spread the various rifles and shotguns around so that you have long-range Hammerburst coverage, close-range Retro Lancer and Sawed-Off brawlers, and medium-range Lancer and Gnasher generalists. Figure out who in your group is best at any given range band, and make sure they use the best weapons. Take into account the map and game mode you are playing—some maps need more close- or long-range firepower.



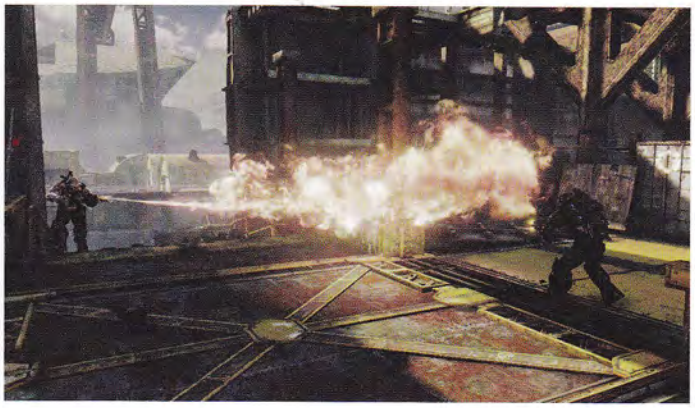
## TEAM MOVEMENT

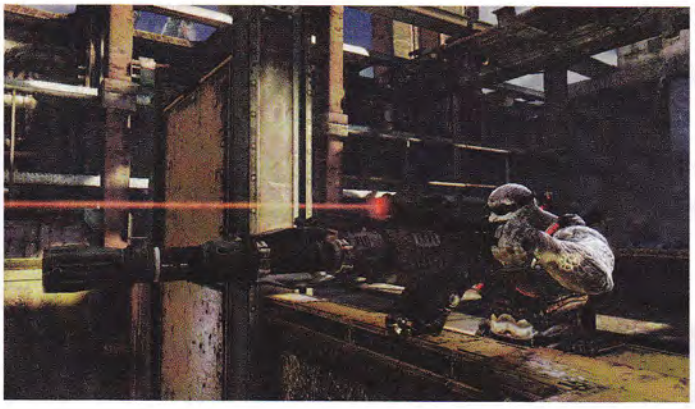
Moving with teammates is smart play in any mode. When you play in a more organized fashion, your team is much more dangerous when it moves as a group. You can rely on your teammates more heavily than you would in a public game. This means that marked targets get taken down more quickly, and you will be revived almost instantly should you be downed near a teammate. One point: Don't hug your teammates if you know the enemy is packing a Mortar, a Boomshot, Frags, or other explosive weapons!

## TEAM FLANKING

Flanking is especially devastating with a team. If you can get to the side or behind enemy forces and mark a key target, you can have your teammates lay down suppressing fire. This can distract them long enough for you to hit your target with a much better chance of total surprise.

It's also effective to split your team and have two players move out as a small strike force to hit the other team from the side while the remainder of your team fights to control a key area or power weapon. Just be aware that this is more effective on maps with a lot of hard cover and alternate routes. The more easily you can be spotted while you're moving, the less likely you are to get into position with the element of surprise. This is especially true if you're playing against another organized team; expect to be marked the instant you are seen.





## DEFENDING TERRAIN

One of the most effective tactics you can fully exploit with an organized team is controlling critical map locations. This is often a key power weapon spawn, but it can also be a control point, a chokepoint, or quite often, elevated terrain with good line of sight. This is most critical in Team Deathmatch, Warzone, and Execution, but it's important in all modes.

Decide early the areas you plan to fight to control, and target those areas immediately. If you can arrive in force with the bulk of your team, the opposing team will have a hard time dislodging you, especially if they split up their team and are scattered throughout the map. Once you lock down a key area, you can exploit it, either by using the power weapon every time it spawns, or by using the terrain advantage to lock down the enemy team.



# WEAPONS

***Your starting weapons and the weapons that are available on the map have great influence on how a given match plays out.***

## CHOOSING YOUR LOADOUT

Choose your starting loadout to best match your personal preferences, along with the map and mode you are playing. On maps where you expect close-range combat, lean toward the Retro Lancer. Long-range maps should draw you to the Hammerburst. The Lancer is an all-rounder, useful on almost any map.

Both shotguns are effective at close range, but the Sawed-Off works better as a last-chance defensive weapon or offensive hit-and-run tool. The Gnasher is a better general-purpose weapon. If you prefer close-range combat, taking down multiple foes with the Gnasher is a realistic possibility. Doing so with the Sawed-Off is much more difficult.

Naturally, if you simply can't stand using certain weapons, go with what you're most comfortable using—better to play with a slightly less than perfect loadout than to play with weapons you aren't effective with or don't enjoy.

# RIFLES

Each of the three rifles has an optimal range band, as well as a special perk: iron sights, bayonet, or chainsaw. Spend some time experimenting with all three. Every rifle is effective, but their power varies depending on the map.



- **Use the Retro Lancer on close-range maps, or when you expect to be shotgun-rushed often. Don't take the Retro Lancer if you expect to fight at a distance.**
- **The Lancer is a solid choice on almost any map, though it isn't especially effective at longer ranges.**
- **The Hammerburst is ideal for long-range fire, and it's a poor choice on close-range maps.**

# SHOTGUNS

Both shotguns are close-range powerhouse weapons, but the Gnasher has the flexibility to deal out damage to close-medium range. The Sawed-Off is useful only at nearly pointblank distances.



- **Take the Gnasher if you expect to face multiple enemies, or if you need a little extra distance.**
- **Use the Sawed-Off to defend against other Gnasher rushers, or if you're planning to make hit-and-run attacks against lone targets.**

# PISTOLS

Pistols are backup weapons, generally used as weapons of last resort, or when you're using a meatshield.



- **Use the Snub Pistol as a makeshift long-range weapon if you're using the Retro Lancer.**
- **The Gorgon SMG has solid stopping power, which is good if you're packing the Hammerburst.**
- **The Boltok is a mini sniper rifle. A steady hand or some coordination with your teammates can take down distant enemies easily.**



# POWER WEAPONS

Power weapons are a priority targets on all maps, and almost all modes. You should make a beeline for the power weapon spawn points on a map when the round begins. Then return to the spawn points when you know a power weapon has been exhausted.

It's easier to gauge when a power weapon will respawn if you or a teammate are the one depleting its ammo. However, if you pay careful attention to the combat around you, you can figure out when a power weapon's last shots are spent.

# HEAVY WEAPONS

Heavy weapons are similar to power weapons, but they aren't always quite as dominant. It depends on the map and the game mode in question. Because heavy weapons slow your movement, and, in some cases, simply can't be moved from their spawn points in any reasonable amount of time, decide whether it's worth fighting for a given heavy weapon.



- **The Mortar is almost always a dangerous weapon.**
- **The Mulcher's effectiveness depends almost entirely on the line of sight it has around its spawn point and the mode you are playing.**
- **The Oneshot is very mode dependent. If you can't get line of sight on anyone, it's ineffective. But if it covers a key KOTH point or your leader, it can be very lethal.**

# MAPS

***The battlefields of Gears of War 3 online share certain common attributes that you have to know how to manage, fight around, and exploit.***

## HOTSPOTS

Hotspots are simply areas where a greater percentage of combat tends to occur. These areas are almost always centered around two common features: chokepoints and power weapons. King of the Hill and Capture the Leader violate these basic rules slightly, as king circles and leaders are natural focal points for conflict.



However, in other modes you can almost always expect to run into combat around key power weapons. On any map that has chokepoint areas where multiple routes intersect, you can expect to see large-scale firefights. Be aware of the hot zone locations on any given map. They are both the most dangerous places to traverse and the best places to find targets if you've flanked the other team or acquired a power weapon.

## POWER WEAPONS

You need to know both the location and the spawn cycle of every power weapon on a map. Some power weapons are more or less dangerous than others, depending on the map and the mode you are playing. Knowing which weapons you need to control is a crucial part of controlling the battle.



Fortunately, learning the locations and spawn cycles is a snap. You can reference the maps in this guide for all the weapons and their cycles. Or simply pull up the in-game map or Tac/Com to see where the weapons are located. In time, weapon positions will become second nature to you. At that point, you can make more informed decisions about where to focus your efforts.

While you're still learning the maps' hotspots and flow, occasionally make an effort to go for the 'less useful' power weapon spawns. Don't dismiss a weapon until you actually spend some time using it on a given map!

## SPEED ROUTES

Speed routes are simply the quickest path from one point to any other point on a map. These routes are vitally important. We've already stressed the importance of movement—map knowledge goes hand in hand with that skill. By knowing the fastest possible routes from any point (not just the spawns to power weapons), you can make quick decisions about how to reach a teammate, flank an enemy, or make a retreat when you're outnumbered.



These routes are obviously different from map to map and area to area. But because there are normally only a few major 'arteries' through each map, you can usually get a rough feel for the basic fast routes and refine them as you practice. The refinements come in the form of small tweaks, the pieces of cover you slide into based on enemy position and your chosen destination.

## SPAWN POINTS

Each map has two 'normal' spawn points used for Warzone, Execution, Team Deathmatch, and Capture the Leader. Each map also has at least four sets of spawn points used for Wingman and King of the Hill. Spawn points are initially static—that is to say, you spawn at the same place. But as enemy forces move close to your spawn point, it may move, sometimes repeatedly throughout a match.



*Listen for your commander to yell 'Enemy Reinforcements!' When this occurs, your spawn point has swapped—an enemy has come too close to your current spawn point.*

**SPAWN SWAPPING**

### SPAWN PROTECTION

For a few seconds after you spawn, you are immune to damage. This protects you from enemies trying to hide out in your spawn point when the spawn flips. It also keeps enemies from pushing up too close to your spawn on a fresh wave. Take advantage of this momentary invincibility to mow down anyone in range. Or go for an instant melee or shotgun kill while you're protected.





# MULTIPLAYER MODES

*You can play several different modes in multiplayer matches. While the fundamentals we stressed at the beginning of this chapter are important in all multiplayer modes, you should remember a few mode-specific considerations when you play.*



## WARZONE

**> WARZONE IS A BRUTAL LAST-MAN-STANDING COMPETITION. EACH PLAYER HAS *ONE* LIFE. DYING KNOCKS YOU OUT FOR THE REMAINDER OF THE ROUND.**

Caution and teamwork are crucial in Warzone. Rushing alone, headlong into a fight with multiple enemies is a quick way to spend the rest of the match spectating. Try to coordinate your movement with your teammates. If possible, decide which power weapons or area of the map you want to control. Close-range fights are even more dangerous here than in other modes, as there is almost no chance to be revived if you're downed in a shotgun duel.



## EXECUTION

**> EXECUTION IS IDENTICAL TO WARZONE WITH ONE KEY EXCEPTION: WITH A FEW EXCEPTIONS, ONLY EXECUTIONS CAN FINISH OFF PLAYERS.**

Note that instantly lethal power weapons, such as the Boomshot, Digger, or a headshot, chainsaw or bayonet kill, still slay a target immediately. Otherwise, if you down a target at range with simple rifle fire, you can't finish him or her without getting closer. As a result, Execution matches are a real test of your close-range firefighting skills. Expect a lot of shotgun blasts in this mode!



## WINGMAN

**> WINGMAN MIXES UP TYPICAL TEAM-BASED GAMEPLAY BY PITTING FOUR TEAMS OF TWO AGAINST EACH OTHER. THE TEAM WITH THE HIGHEST OVERALL SCORE WINS THE MATCH.**

Because teams spawn all over the map, weapons spawn after 30 seconds in this mode. It should be obvious, but just to be clear, teamwork is essential in this mode. Stay with your partner at all times unless you're playing with a friend, and you both know exactly what you're doing when you split up.



## TEAM DEATHMATCH

**> TEAM DEATHMATCH PLAYS LIKE WARZONE WITH TWO TEAMS GOING AT IT. HOWEVER, UNLIKE WARZONE, TDM HAS RESPAWNS ENABLED.**

Each team has a stock of lives. Once those are depleted, the match becomes a Warzone challenge for the remaining combatants. Because of this, suicidal tactics are ill-advised. The effects on your team are less obvious than dying immediately in Warzone. But if you go negative in a TDM match, you're hurting your team's chance for victory.

However, you can afford to be somewhat more aggressive as a team, particularly when it comes to securing key power weapons or tactical terrain. It's worth a few casualties to secure a Boomshot or high ground. Remember that you can self-revive fairly easily if you are downed at a distance. However, you aren't playing Execution rules in TDM, so being downed by medium- or long-range fire in the open still means death if a teammate doesn't pick you up quickly. Don't expose yourself unnecessarily!

If your team loses control of an area, be very careful about rushing in solo. You want to move together in a wave, launching multiple grenades for cover and pushing as a group. Trickling in as ones and twos is a good way to feed the enemy easy kills, especially if their whole team is entrenched in a good defensive position.

Work with your team, mark targets continually, and pay careful attention to lines of battle. Flanking is just as important as it is in Warzone, if not more so. You can potentially flank the enemy team several times in a single match, usually resulting in a very positive kill ratio.

*Remember the warning about spawn swapping. Always be aware of where you're spawning and where the enemy is spawning. On some maps, controlling a power weapon or area is more important.*



# CAPTURE THE LEADER

**> CAPTURE THE LEADER IS A MEATIER, FLESHIER VERSION OF TRADITIONAL CAPTURE THE FLAG GAME MODES.**

In Capture the Leader, one player is chosen as Queen Myrrah, and one player plays Chairman Prescott. Both Leaders have an enhanced Tac/Com that can see all enemy positions through walls. They *cannot* be killed, only downed or meat-shielded.

To win, you must restrain the opposing Leader in a meat shield hold while your own Leader is free; you must maintain this status for the duration of a countdown timer. If *both* Leaders are held, the timer freezes until one leader is freed. Overtime in this mode causes the timer to count down extremely quickly.

Communication and coordination are critical in this mode. Protecting your Leader with the entire team is rarely a winning strategy, unless the opposing Leader is very impatient. You usually want a mix of offense and defense, preferably with three players on offense and one player guarding the Leader. Remember that you can trade weapons. This is especially important for supplying the Leader with more ammo. Because the leader can't die, he or she can easily run out of ammo. Try to provide the Leader with a long-distance weapon whenever you can.

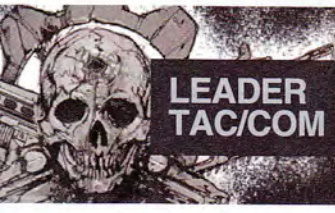
There are no kill count concerns here; only the Leader matters. Don't let this lead you into suicidal, lemming-style charges. However, prioritize protecting your Leader or opening a gap in the enemy Leader's defenses ahead of your own safety.

Both Leaders' positions appear on all players' HUDs, so you can't hide as the Leader. You *can* hole up in a defensible position, but be wary of choosing a location with no exits or a spawn zone. If you get overwhelmed, your enemy will then be holding you in a defensible position!

While a captor restrains you as the Leader, you can sporadically 'melee' to struggle, briefly stunning your captor. Save this struggle for when a teammate engages your captor, because you can do it only occasionally.

When you're on Leader-recovery duty, remember that all grenade types can instantly free a held Leader.





**LEADER TAC/COM**

*We cannot stress this point enough: If you are playing as the Leader, use your Tac/Com continually. If you communicate with your team continuously, and the opposing Leader does not, your team has an almost insurmountable advantage. The ability to see enemy positions through walls is basically a cheat mode—take full advantage of it!*





# KING OF THE HILL

**> KING OF THE HILL IS A MAD DASH FOR THE RINGS. THE WINNING TEAM HOLDS THE RINGS LONG ENOUGH TO REACH A TARGET SCORE.**

To secure a ring, a team member must stand inside the ring for a few seconds. More teammates yield a faster capture. If you enter an enemy ring, it instantly resets to neutral and you get a ring-breaker score bonus. Each ring appears only for a limited time on the map before it moves. All rings are visible on all players' HUDs at all times. When you reach overtime in KOTH, the rings begin to count down faster, and they move around the map more quickly.

King of the Hill requires good team play. You need to secure ring positions, fight off waves of incoming enemies, and quickly relocate when the ring is on its last seconds of life, so that your team is in position to capture the next ring.

Suiciding solo is usually a very bad idea. However, if the enemy team is close to winning, you can always go for a suicidal Smoke Grenade charge to try for a ring break.

## RING NOTES

**A very important tip: Once your team secures a ring, you do not have to remain within the ring. Nor should you—get out of there! Move to a nearby defensible position, and gun down any enemies that are heading for the ring. On a few maps, the terrain may require you to stay near or even inside the ring to prevent easy ring breaks. But in most cases, you can safely cover the ring from a much better position. Oh, and you *can* capture a ring while you're downed.**

Area-effect weapons are extremely powerful in this mode, as so many people tend to cluster around the ring. Watch out for Boomshots, Frag Grenades, Mortars, and the like. Because the ring moves around the map, its position relative to the power weapons changes constantly. At each ring spawn, you must decide whether to go for the ring itself or for a power weapon to try to attack or defend the ring.

If your team is forcibly ejected from a ring, regroup and try to stage a coordinated assault. Much like TDM or CTL, it's a bad idea to assault a defended position alone or with a small group when the whole enemy team is standing.

Be sure to get moving when the point counts down the last few seconds. You need to get into position to jump on the next point before the enemy team arrives! Power weapons are key for breaking the enemy's hold on a point. Take the time to pick them up, and use them to clear out enemy forces so your team can safely capture the point.

# MULTIPLAYER ARSENAL

*Your tools of destruction, the many weapons at your disposal in Gears multiplayer are powerful and lethal when you use them to their potential. This chapter provides the lowdown on every weapon in the game.*

# WEAPON SPAWNING

Most multiplayer maps and game modes cycle the weapon pickups between two weapon sets. For example, in the first match, you might have access to a Mortar, a Torque Bow, and Incendiary Grenades. In the second match on the same map, those three weapons might be replaced by a Mulcher, a Digger, and Frag Grenades. In subsequent matches, the weapon cycles simply repeat, toggling back and forth between the first and second weapon sets.

On the MP maps contained in this guide, we represent cycling weapon pickups with two weapons next to each other separated by a double-sided arrow (↔). The weapon shown to the left of the double-sided arrow appears during the first match. Unsurprisingly, the weapon shown to the right of the double-sided arrow appears in that same location during the second match. And again, the cycles just repeat back and forth during subsequent matches.

Anytime you deal with cycling weapons be sure to prioritize the most dangerous weapons for a given map and game mode.

# WEAPON DETAILS




| | WEAPON | ROF | DAMAGE | MAG. SIZE | PAR DAMAGE | NOTES |
|---|---|---|---|---|---|---|
| 1 | LANCER | 550 | 55 | 60 | 72 | — |
| 2 | HAMMERBRUST | 250 | 76 | 20 | 91 | — |
| 3 | RETRO LANCER | 500 | 90 | 30 | 108 | — |
| 4 | GNASHER | 60 | 500 | 8 | 600 | — |
| 5 | SAWED-OFF | 20 | 2500 | 1 | 2500 | PAR: N/A |
| 6 | SNUB PISTOL | 500 | 65 | 12 | 78 | — |
| 7 | BOLTOK PISTOL | 60 | 200 | 6 | 200 | PAR: INCREASED FIRE RATE |
| 8 | GORGON PISTOL | 700 | 70 | 32 | 84 | — |
| 9 | BOOMSHOT | 60 | 700 | 1 | 805 | PAR: INCREASED SPLASH DAMAGE |
| 10 | DIGGER | 300 | 900 | 1 | 990 | — |
| 11 | LONGSHOT | 60 | 375 | 1 | 413 | — |
| 12 | TORQUE BOW | 60 | 708 | 1 | 885 | PAR: INCREASED SPLASH DAMAGE, AIMS FASTER |
| 13 | SCORCHER | 850 | 1000/sec. | 50 | 1000/sec. | PAR: RANGE INCREASED |
| 14 | HAMMER OF DAWN | 5 | 1500 | SPECIAL | — | — |
| 15 | FRAG GRENADE | N/A | 1500 | 1 | — | — |
| 16 | INCENDIARY GRENADE | N/A | 80 | 1 | — | (CONTINUOUS DAMAGE WHILE STANDING IN THE FIRE) |
| 17 | INK GRENADE | N/A | 90 | 1 | — | (CONTINUOUS DAMAGE WHILE STANDING IN THE INK) |
| 18 | MORTAR | 45 | 800 | 1 | 960 | — |
| 19 | MULCHER | 1200 | 77 | 200 | — | — |
| 20 | ONESHOT | 60 | 5500 | 1 | 6600 | PAR: GIBS THROUGH BOOMSHIELDS |
| 21 | VULCAN | 1200 | 210 | 80 | 210 | PAR: N/A |
| 22 | CLEAVER | — | 500 | 12 | — | — |



## WEAPON TABLE NOTES

*In a multiplayer match, player health is 600.*

*PAR is the damage after a Perfect Active Reload. Note that not all weapons get a damage boost from a Perfect Reload. Some simply get a quicker reload, while others get a different bonus.*

# RIFLES

***All COG and Locust soldiers on the battlefield are armed with one of three different rifle types. Each type has strengths and weaknesses, and no rifle is the perfect weapon for all maps and modes. Spend time with all three rifles in each mode and map to get a feel for their strengths and your personal preferences.***

## LANCER



**> A DEEP MAGAZINE, HIGH RATE OF FIRE, GOOD ACCURACY, AND THE ICONIC CHAINSAW MAKE THE LANCER AN IDEAL MEDIUM RANGE AND ALL-AROUND WEAPON.**

### WEAPON PROFILE

The Lancer is an automatic rifle with a high rate of fire and relatively low damage per bullet.
The Lancer's accuracy is high enough that you can take out targets at medium range, and it's very accurate when blind-fired over cover.

Take advantage of the Lancer's magazine size by laying down constant streams of suppressive fire at enemy positions. Continue to fire at enemies in the open, even if you're only scoring passing hits…you have the ammo to spare.

The Lancer comes equipped with an under-slung chainsaw that you can rev by holding the B Button. Once it's revved, the chainsaw *instantly* kills any target with which you make melee contact. Be aware that if you're damaged while you're revving up the chainsaw, the revving is cancelled. Don't try to use the chainsaw while you're under fire or when you're in the midst of a large firefight. The chainsaw *beats* a Retro Lancer charge and *clashes* with another Lancer chainsaw. If you clash, hammer on the B Button as fast as you can…whoever inputs more button taps wins the duel in a spectacularly messy manner.




The Lancer's chainsaw is powerful, but you need to know when to use it for best effect. First, the chainsaw takes a moment to rev, and you move at only normal walking speed while you're holding it. It's not an ideal weapon for approaching an enemy position.

Use the chainsaw to defend yourself at close range when you spot an enemy moving in and you don't have time to switch to your shotgun. You can also use surprise to great effect with the chainsaw. Hide out of sight on a common movement route, and jump out from cover with the chainsaw revved as soon as your victim moves into range.

Smoke Grenades also work well with the chainsaw. A well-timed Smoke Grenade stuns nearby enemies and gives you the cover you need to make a lethal approach. Because the chainsaw kills instantly on contact, walking into a cloud of smoke with the chainsaw revved almost always guarantees a kill if enemies are within.

Be aware that an alert target can easily take you down while you approach with the chainsaw. This is particularly true if your foe has a shotgun or the Retro Lancer…you're an exposed and noisy target while you hold the chainsaw raised. Go for quick kills and then get back in cover. Don't walk around in the open with your chainsaw active!

As a final warning, chainsaw executions take time. If you perform a chainsaw kill with any nearby enemies, expect to die soon after. If you have no other choice as you face a group of enemies, you can score one kill and then go down. Whenever you can, use the chainsaw on lone targets or while your team covers you.

*One downside to the Lancer's chainsaw is that you don't have a regular melee strike while it's equipped. Because the chainsaw takes a moment to rev, a quick melee hit and a few shots can down you if you happen to bump into another rifle user at close range. Be aware of this weakness, and be prepared to get some distance quickly. Either switch to your shotgun or try to engage at range with the Lancer. There is one exception to the no melee rule: In Horde mode, if you try to use the chainsaw on an enemy that cannot be hit with it, you perform a regular melee attack instead.*



## COMPARISON

Up close, the Lancer is weaker than the Retro Lancer. At long range, it lacks the accuracy to compete with the Hammerburst. But it compares favorably at any other range outside those two extremes.

Be aware that the other two rifles deal more damage per shot. Don't expose yourself for lengthy periods if you're taking accurate fire from either the Retro Lancer or Hammerburst. Try to exploit your deep magazine and quick reloads to overwhelm opponents using the other rifles. You can often force them to keep their head down while you move to an angle, where you can hit them behind their cover. If you push the attack while they reload, they can do little to avoid being downed if they don't immediately retreat.



## CAUTIONS

It takes a fair amount of time to down targets with the Lancer, even if they're out in the open. Stay alert to nearby enemies when you concentrate on a single target. It's easy for a flanking rusher to kill you just as you barely down your target.

The Lancer has a very obvious stream of fire, so when you light up an enemy position, flanking opponents are very aware of your location. Continually scan your surroundings to spot approaching enemies, and be ready to switch to a shotgun or relocate.

## SECONDARY WEAPONS

The Lancer pairs well with either shotgun. Make your choice based on your preference and the map in question. Taking the Sawed-Off Shotgun gives you better protection against Gnasher rushers.



### LONGSHOT LOVES LANCER

*Be careful about peeking out with the Lancer and dumping a full clip on an enemy position if you suspect the enemy carries the Longshot. You make an ideal target for headshots if you stay exposed for an extended period. The Lancer's easily-spotted tracer fire already draws unwanted attention when you unload on an enemy.*

The Gnasher gives you more backup ammunition, another weapon with solid blindfire, and aimed shots when you're behind cover at short range. If you plan to play aggressively near power weapons or objectives, the Gnasher is generally a better choice unless you're totally comfortable with the Sawed-Off Shotgun's reload time.

Having the chainsaw means you need to know when to switch to your shotgun and when to go for a chainsaw kill. Generally, use your shotgun when you know you'll be involved in a shotgun duel against an opponent aware of your position, or a close-range firefight against multiple enemies. Use the chainsaw if you don't have time to switch, or if you can ambush someone unaware of your presence.

## ACTIVE RELOAD

The Lancer has a quick and easy-to-hit Active Reload. The Lancer becomes considerably more dangerous with Perfect Reload ammo, especially if you burn an entire magazine and nail a Perfect Reload. You can then dump damaging suppression fire for an extended period. This makes it difficult for the Hammerburst to retaliate at close range and almost impossible for the other rifles at medium range.

Because the Lancer has such an easy Active Reload, and it's so useful to have a lengthy damage boost, consider pre-loading an Active Reload before you engage a known combat hotspot.

# HAMMERBURST



**> A POWERFUL AND ACCURATE RIFLE, THE HAMMERBURST IS IDEAL FOR MEDIUM- TO LONG-RANGE ENGAGEMENTS.**

## WEAPON PROFILE

The Hammerburst is an automatic weapon, but it fires more quickly if you fire semi-auto and mash the trigger rapidly. Because the Hammerburst has almost no recoil, this effectively increases your damage output as long as you can maintain your aim.

The Hammerburst is the only weapon that has ironsights when you zoom. This gives you an almost sniper-rifle level of magnification. On open maps, you can pick off enemies well beyond any other starting weapon's range. If you decide to hang back, expect to get a lot of downs and not as many kills with the Hammerburst. Many of your marks will be at long range and behind cover, so occasionally they'll drop into DBNO behind distant obstacles, obscuring your view and preventing you from finishing the job.

When you play with a team that's even slightly organized, you can be a valuable asset. Find an elevated position with good line of sight, and act as a spotter and target caller while you use the Hammerburst. While you can do the same thing with any rifle, only the Hammerburst has a good chance of inflicting significant damage at long range.

## COMPARISON

Up close, the Hammerburst suffers greatly against the other two rifles. It lacks the Lancer's chainsaw and the Retro's close-range damage. It's more competitive at medium range, and most firefights become a toss-up depending on who has the better angle, and whether an Active Reload is involved. At long range, the Hammerburst excels against the Retro Lancer and has little to fear from the Lancer. However, enemies at long range are unlikely to stay in one place and let you fire at them for long. Get your shots in when you can. Assisting teammates who are fighting at close range can be just as helpful as taking out the target yourself.



Ammunition can be an issue, as the Hammerburst is somewhat less popular than the other rifles. If you're fighting at a distance, you have fewer opportunities to pick up many ammo drops.

## CAUTIONS

If you use the iron sights extensively, be sure to do a quick 360-degree sweep of your immediate area occasionally. Bring up your Tac/Com to see where your teammates are relative to you. If you see no enemies but your entire team has relocated away from you, consider moving. Maintain an awareness of your surroundings, and switch to a shotgun when you know an enemy is getting close to you.



## SECONDARY WEAPONS

The Sawed-Off Shotgun pairs well with the Hammerburst if you intend to spend most of the match at a distance. You can use the double-barreled shotgun's superior power to take out lone Gnasher rushers in a single shot. If you expect to engage in medium-range combat, or to fight near a hotspot, you should take the Gnasher instead. The Sawed-Off Shotgun's reload time and limited ammunition are liabilities in those situations.

Keep an eye out for the Gorgon if you can find it. Its automatic fire is a good complement to your low rate of fire at shorter range.



## ACTIVE RELOAD

The Active Reload on the Hammerburst is moderately difficult to land. It's located at the end of the reload cycle, making it a poor option if you need to reload while you're being rushed. At a distance, you have the time to try for a Perfect Reload every time. Its added damage can greatly increase your ability to down targets and finish them off at long range.

# RETRO LANCER



**> A BRUTALLY POWERFUL RIFLE, THE RETRO LANCER PAYS FOR ITS STRENGTH WITH A LOSS OF CONTROL.**

## WEAPON PROFILE

A powerful close-to-medium-range weapon, the Retro Lancer is perfect for fending off shotgun rushers and downing players at close range in record time. When you aim it, the Retro Lancer suffers from severe kickback and rapid accuracy degradation. When you aim at a target beyond close range, fire in very short bursts to have any chance at hitting your mark.

You can hipfire the Retro Lancer to great effect at close range, typically the distance from which a Gnasher user is trying to kill you... However, when you hipfire or blindfire, muzzle climb on the Retro Launcher is close to four times higher than aiming, but you don't suffer from the loss of movement speed. Thus, it's very easy to down targets in the open with blindfire, simply by moving continually to make yourself a difficult target.

The Retro Lancer features an attached bayonet, which you can use to make a lethal charging attack by holding the B Button. Be aware that it requires a short run before the charge becomes lethal. A short rush simply results in a regular-damage melee hit, and you're unable to fire for a moment while your enemy can retaliate immediately.



## BAYONET CHARGE

When you hold the B Button with the Retro Lancer, you begin the bayonet charge. If you watch the charge 'meter' where the reload meter normally is, you can see it begin to deplete as you charge. When the meter turns red, your charge has gained enough speed to become lethal to any enemy you impact. If the meter depletes fully, you stop charging.

Charging with the Retro Lancer is similar to Roadie Running, but you have even less maneuverability, and you scream while you run. This yelling can give away your charge to an enemy hiding out of sight, or warn someone that you're charging from behind.

Try to start a charge as close to your target as you can while still getting up to lethal speed before impact. It's possible to charge an enemy waiting around a corner. Just steer into the wall and you will impale the foe when you round the corner.

Don't try to Retro Charge someone with a shotgun who is aware of your presence...that's playing a coin-flip game of chicken. Charging another Retro Lancer carrier who's also charging you results in a double kill. However, charging a revved Lancer chainsaw results in *your* death.

## COMPARISON



The Retro Lancer is the close-ranger bruiser of the rifles. It lacks the accuracy to fight at long range. It also requires strong trigger discipline to be effective at medium range. It shines at close to close-medium range.

The Retro Lancer deals heavy damage, and it's perfect for dispatching foes on close-quarters maps, or when enemies are fond of using shotguns. It's very easy to down a shotgun user with the Retro Lancer if you're aware of him as he approaches your position.

## CAUTIONS

The Retro Lancer's kick is ferocious; control it by firing in very short bursts. At closer range, ignore the kick and simply focus on trying to keep the weapon from rising too high as you continue to spray bullets at your target. Retro Lancer hits are damaging enough that you can down your target if he or she is using either of the other rifles, and possibly even one of the shotguns.

Don't get into mid-range or longer fights against more accurate weapons...you're asking for trouble. Instead, look for a way to get closer to your opponent or use a different weapon.

## SECONDARY WEAPONS

The Retro Lancer is already strong at close range, so consider your shotgun choice based entirely on the map and your personal preference. If you want more backup firepower for extended fights, take the Gnasher. Or, if you want even more defense against other Gnasher rushers, take the Sawed-Off Shotgun.

### PACKING PISTOLS

**The Retro Lancer can use the Snub Pistol as a makeshift long-range weapon. While the Snub isn't especially damaging, it can zoom, and it's far more effective at range than the Retro Lancer is. When you have no other option and you simply must get shots on a target, use your Snub Pistol! Also, pay special attention to pistol spawns on the map. Carrying the Gorgon, or especially the Boltok, can give you a good supplementary weapon.**

## ACTIVE RELOAD

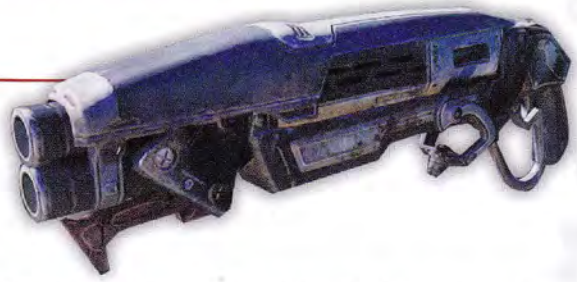
The Retro Lancer has the most difficult Perfect Reload of all the rifles, as it's already the most damaging of the three. Landing a Perfect Reload gives you even more punch at close range. But don't risk a jam if you're already in a close-range brawl...you can't afford the delay when you're fighting someone with a shotgun in your face.

# SHOTGUNS

*Shotguns are your secondary weapons, used for close-range combat. Always be ready to switch to your shotgun quickly if you get into a short-range fight. The same applies when someone rushes you, and you know he or she will get close before you can down him or her with your rifle.*

*Understand that Gears multiplayer is as much about close-range brawls as it is medium-range firefights. You can't keep your distance at all times, so you must learn to recognize when to bring out your shotgun and get into the close-quarters combat.*

## GNASHER



**> A POWERFUL ALL-AROUND SHOTGUN, THE GNASHER EXCELS AT CLOSE RANGE. IT ALSO HAS ENOUGH ACCURACY TO DEAL SOLID DAMAGE WHEN YOU HIPFIRE IT, AND CAN EVEN PUNISH TARGETS AT CLOSE-MEDIUM RANGE WHEN YOU AIM IT.**

## WEAPON PROFILE

The Gnasher has a good ammo load, solid accuracy, and lethal damage at close range. As a rule, the Gnasher should be your go-to shotgun for close-range combat. It has more ammo, a faster reload, and better range than the Sawed-Off Shotgun. These are important attributes for a weapon to hold its own in a lengthy firefight.

On the other hand, the Gnasher is a skill-intensive weapon. You can expect to get slapped around a bit in online Gnasher duels if you lack Gnasher experience. Don't dismay; a bit of practice, and you can tear it up with the best of them.



Rather than simply aiming at a target at short range and expecting the foe to fall over in a single shot, plan for multiple aimed shots to down a target. Consequently, your movement skills are just as important as your aim when you use the Gnasher, if not more so. You must be able to use nearby cover and evasive movement to dodge incoming fire, simultaneously keeping a bead on your target and continually unloading shots.

Exploit the Gnasher's range...it's absolutely possible to down a target at distances out to close-medium, even from behind cover. Do it! Here are a few pointers:

- **Hipfire instead of aiming. Losing movement speed is the last thing you want to do. Save your aimed shots for last-second finishers after you weaken your target, or if they try to run.**
- **Wall bouncing is very useful in Gnasher duels, but don't try to mix it into combat until you're very comfortable with movement tricks. Use it to slide toward a wall and cancel at the last second to make yourself a very difficult target.**
- **Be careful about rolling in the open. Experienced players know exactly how far and how fast a roll goes, and they'll be waiting for you with a shotgun blast to the head.**
- **Aim slightly high when you're close...headshots are lethal.**



### DAMAGE DEGRADATION

*The Gnasher loses damage at a distance, but you may not realize it in the heat of battle. Because it's so accurate, particularly when you aim with it, you can land a shot on a target out at medium range. Your shot may appear to be dead on, but your enemy continues to run away. The next time you see a full 'blood splat' from a direct hit, consider your target's distance. If it was a good distance away, you did score a hit...you just didn't inflict nearly as much damage as a close-range shot.*



# SAWED-OFF SHOTGUN

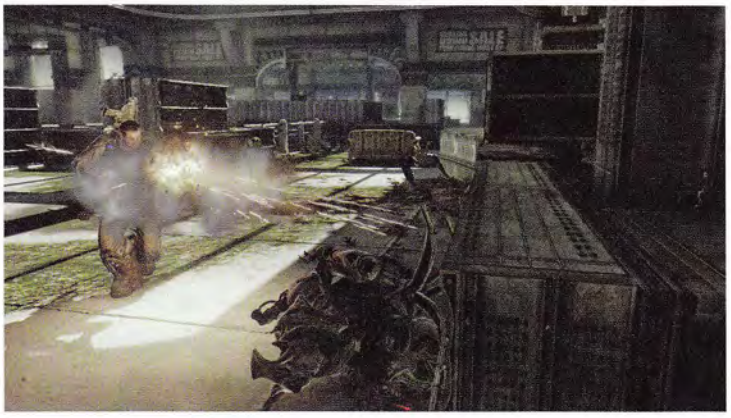


**> THE SAWED-OFF SHOTGUN IS A POWERFUL FIREARM THAT'S INSTANTLY LETHAL AT ULTRA-CLOSE RANGE, AND IT CAN INSTA-KILL MORE THAN ONE TARGET AT ONCE!**

## WEAPON PROFILE

Devastatingly powerful, the Sawed-Off Shotgun is the final word in close-quarters combat. It's ideal for defending against shotgun rushers. Take the Hammerburst or the Lancer and hang back, using the Sawed-Off Shotgun to defend yourself when overzealous rushers try to assault your position from cover or a flank.

On offense, the Sawed-Off Shotgun is slightly less useful than the Gnasher. Its limited ammunition and lengthy reload time are liabilities when you try to engage in a lengthy firefight or face multiple enemies. The necessity of reaching melee range forces you into dangerous situations...not a good recipe for a long life.



The Sawed-Off Shotgun instantly gibs an opponent if you hit dead on. It downs them if you're slightly off target or at a short distance. You can even kill more than one enemy at close range! Outside of melee range, don't expect anything. If you're lucky, you can inflict enough damage to down foes with a melee strike, but you're usually better off quickly retreating while you reload.

The Sawed-Off Shotgun is extremely dangerous in combination with a mantle kick. Stunning an opponent for a second is all you need for an instantly fatal pointblank shot. Keep an eye out for opportunities to use this combo.



Don't bother aiming with the Sawed-Off Shotgun, as the spread is enormously large. Plus, the loss of mobility from aiming is the last thing you want as you try to get into range to deliver your payload.

### HIT AND RUN

**The Sawed-Off Shotgun generally isn't a great weapon for frontal offensive action...take the Gnasher for that role. However, you can use the Sawed-Off Shotgun very effectively as a nasty hit-and-run weapon.**

**Flank enemies while your teammates distract them. Move up for an instant kill, then quickly retreat and hide behind cover while you reload. Unless your enemies are on top of communication, you can pick off multiple victims before they wise up to the danger of a shotgun flank.**

**If enemies do thwart your flank attempt, retreat, especially if you're outnumbered. You can occasionally pull out crazy-heroic multi-kills with the Sawed-Off Shotgun, but you have a much better chance with the Gnasher, and fighting outnumbered is never a good idea.**



### SPOTTING THE SAWED-OFF SHOTGUN

*Are you frustrated by insta-kills from the Sawed-Off Shotgun? Try these suggestions:*

**Watch for the Sawed-Off Shotgun's glowing light emitters if you see someone lying in wait at a corner. If you know it's a Sawed-Off Shotgun and not a Gnasher, don't risk a close-range rush.**

**Listen for the fire and reload sounds. If you hear the shot or the reload nearby, it can alert you to the presence of the weapon before you walk around the corner into it.**

# PISTOLS

***Pistols are backup weapons. They can fill in a few gaps in your rifle's or shotgun's effectiveness. They're also last-ditch weapons when you run out of ammo, and your only weapon when you carry a meatshield.***

***The basic Snub Pistol is your starting sidearm. You must pick up the Boltok and Gorgon. Go after the pick-up pistols and practice with them. While they're less important than the 'true' power weapon pick-ups, it's important to know how to fight effectively with them. The Boltok in particular can help your team out of sticky situations if you have a steady hand and a keen eye.***

## SNUB PISTOL



**> THE SNUB PISTOL IS AN ACCURATE AND QUICK-FIRING SEMI-AUTOMATIC HANDGUN. IT'S STANDARD ISSUE FOR ALL COMBATANTS.**

### WEAPON PROFILE

The Snub Pistol is the default sidearm for everyone in multiplayer. Consequently, it isn't an especially strong weapon. You have to unload almost a full magazine into another player to down and kill him. However, the Snub Pistol is accurate, it can zoom, and it fires almost as quickly as you can mash the trigger. Furthermore, unless you pick up another pistol, you *must* use it when you have a meatshield.



You can also use the Snub Pistol as a makeshift 'long-range' weapon if you're using the Retro Lancer or even the Lancer occasionally. You can quickly switch and start firing at a target at medium to medium-long range.

You don't want to pit your Snub Pistol against a serious long-range weapon like the Hammerburst or Longshot. But you can definitely down targets at a decent range if your aim is true. If you've swapped out your rifle for a power weapon, this may be your only option!

Spend a few matches practicing the switch from your rifle or shotgun to the pistol to quickly down a target at medium range. Just as you should automatically switch to a shotgun at close range, it's important to train your instincts to know when to switch to the pistol.

## BOLTOK



**> THE BOLTOK IS A POWERFUL SIDEARM WITH VICIOUS RECOIL AND THE POTENTIAL FOR LETHAL HEADSHOTS.**

### WEAPON PROFILE

A high-damage, slow-firing weapon with heavy recoil, the Boltok is a pocket sniper rifle. It's accurate enough to hit targets at a distance, particularly when you're zoomed. Downing a target takes only three body shots (or two shots if one is a headshot), and it works very well for downing enemies when you coordinate your fire with a teammate.

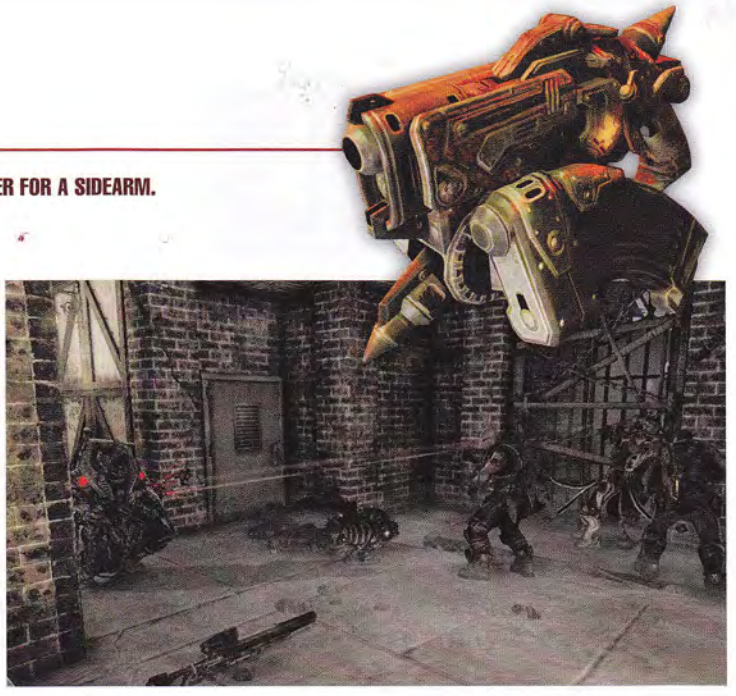
You can use the Boltok to help break a hold on power weapons. It's often positioned in an out-of-the way area that one can reach safely when the enemy team guards the power weapon areas. The Boltok also typically has infinite spawns...that is to say, you can outfit your whole team with Boltok pistols, unlike most weapon pickups. So, if you spend a little time gearing two players with Boltoks, you can use them to hammer away at an entrenched team from a distance.



The Boltok also has the distinction of possessing an unusual Perfect Reload bonus: it gains firing rate rather than damage. While this means you can potentially down a target in a shorter timespan just as a damage boost would, it also means you have to compensate more aggressively for the ferocious recoil.

## GORGON SMG

**> AN AUTOMATIC SUBMACHINE GUN, THE GORGON HAS IMPRESSIVE STOPPING POWER FOR A SIDEARM. IT ALSO HAS SOLID ACCURACY AT SHORT DISTANCES.**



### WEAPON PROFILE

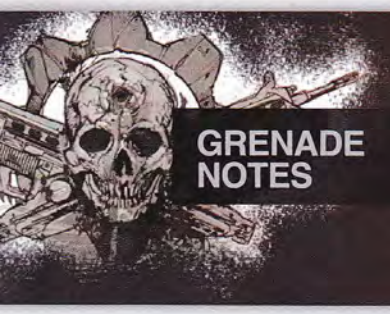
The Gorgon is very useful if you can get it without going out of your way. It's genuinely effective at short distance. The Gorgon also has noticeable stopping power, as it's a fully automatic weapon with a good rate of fire. It also has reasonable accuracy when you hipfire it, if you need to stay mobile. If you're carrying a Hammerburst, this makes the Gorgon a good secondary weapon, as you can use it as a makeshift 'assault rifle.' The Gorgon is also a nice sidearm for meatshielding, as it's quite useful for fending off nearby enemies.

In comparison to the Snub or Boltok, the Gorgon lacks the accuracy necessary to take down targets at a distance. Instead, use its stopping power and good rate of fire to protect yourself when you have slow-firing main weapons.

# GRENADES

***Grenades are rare and powerful special explosives. Each player begins with a single Smoke Grenade. You must acquire all others from pickups on the level. You can 'tag' any grenade type onto walls or targets by tapping the B Button when you're near one of these objects. Sticking a wall creates a booby trap, while sticking an enemy initiates detonation just a moment later.***

***Grenades are useful for zoning off an area with 'tripwires,' flushing out entrenched enemies, guarding power weapons, covering an approach, and clearing out crowds. Each type works differently and has varying strengths in the preceding roles.***



### GRENADE NOTES

*If you're downed while you're carrying a grenade, you can 'martyr' yourself by pulling its pin. Should your enemy be foolish enough to go for a close-range execution, you can end him with a grenade detonation. This is especially nasty if you have a Frag and several enemies try to gather around you…*

*You can also martyr yourself in the midst of a chainsaw or bayonet death! Just pull the trigger while the animation plays out, and you and your assailant go out together. When you aim with a gun and pass the reticle over an enemy's planted grenade, it turns red. Detonating an enemy grenade by firing at it yields a kill credit if you happen to take out a nearby combatant. Um, you can also tag chickens…*



## FRAG GRENADE

**> THE FRAG IS A POWERFUL AND LETHAL EXPLOSIVE GRENADE.**

### WEAPON PROFILE

The Frag is the most downright devastating grenade type…it has a very large and very lethal blast radius. Tossing a Frag into any crowded room is guaranteed to net you several kills, making it ideal for flushing enemies out of defensive positions. They're also instantly lethal if you tag enemies with it. But be careful; if they decide to shadow when they notice the tag, you can get taken out by your own grenade!



The Frag makes a very useful tripwire grenade. Tag it at a heavily trafficked hallway's entrance to score easy kills. Or plant it directly on a power weapon spawn point. In a busy area, well-placed Frag plants can take out a lot of enemies who aren't cautious about their movement. Frag tags can kill teammates, so be careful about where and how you use them.

When you throw a Frag, you don't necessarily have to aim the toss if you're simply throwing it into a nearby melee. Just blindfire the throw. On the other hand, aim if you're going for a long-distance throw into an enemy position. However, be aware that you may expose yourself to enemy fire in the processs.

Because you get two Frags per pickup, you can exploit them against an enemy that's aware of your presence at short range. Toss the first Frag to make the foe roll. Then quickly toss the second in the direction of his evasive move. He can't dodge both blasts, as the first explosion detonates the second Frag, killing him instantly!



# INCENDIARY GRENADE

**> THE INCENDIARY GRENADE IS AN EXPLOSIVE THAT'S LOADED WITH LIQUID FLAME.**

## WEAPON PROFILE

The Incendiary Grenade has two powerful uses. Firstly, a direct hit is instantly lethal. Secondly, once an Incendiary detonates, it coats the immediate area with flames that burn any enemy within them over time. This makes the Incendiary ideal for forcing enemies off a specific area…say, a King of the Hill point, a power weapon, or a hallway chokepoint. They are also very useful for forcing someone out of cover. Even if you miss the lethal insta-kill, foes must vacate the flames or die from burning damage.

Incendiaries that contact a bit of cover actually spread across the top of the cover, although this is rarely an important factor in a fight. Similarly, if they impact a ceiling, they 'drip' liquid flames down on targets below. Again, this is cooler looking than it is effective.

Thanks to their lethal one-hit nature, Incendiaries are especially deadly if you toss them blindfire at short range. With practice, you can almost always take out your targets before they can evade, especially if they're unaware of your presence while you lie in wait.



Incendiaries are not especially useful as proximity explosives. The explosion isn't instantly lethal, and the resulting flames may cause significant damage but are rarely fatal. You can still use them as an alert system, of course. But don't expect as many outright kills as you would get with a Frag. If you do set one up, try to get into cover where you can quickly finish off the damaged target with weapon fire, or have a teammate cover the planted grenade.

# INK GRENADE

**> INK GRENADES CREATE A CLOUD OF CHOKING TOXIC VAPORS.**



## WEAPON PROFILE

Ink Grenades are similar to Incendiaries in that they create an area of effect that deals damage over time. However, they differ in that they are not instantly lethal on contact. In exchange, Ink Grenades cause a very long cringe time. If you can catch a group of enemies in an ink explosion, the combination of the cringe and the damage over time can let your team mop up the group with ease.

The ink also causes a blinding, darkening haze to afflict any enemies caught inside the blast zone, making the disorientation even more intense. Unlike Smoke Grenades, players can spot through Ink Grenade clouds. That is, your reticle turns red on enemies and you can mark targets through the cloud.



Also unlike Incendiaries, Ink Grenades bounce off walls. You can use this to get an Ink into a defended position more easily than an Incendiary. Coordinate with your team to rush the position as the grenade detonates, so they can exploit the cringe time. Ink Grenades are useful for clearing enemies out of cover the same as Incendiary Grenades, and they are similarly ineffective as proximity bombs.

# SMOKE GRENADE



**> SMOKE GRENADES ARE DEFENSIVE TOOLS THAT CREATE AN OBSCURING CLOUD OF SMOKE.**

## WEAPON PROFILE

Smoke Grenades are the starting grenade type for all players. Each multiplayer combatant begins with a single Smoke Grenade. Occasionally, Smoke Grenade pickups appear on certain map weapon cycles.

Smoke Grenades are extremely useful, but they are not lethal weapons. Their primary purpose is tactical, not damaging. In rare circumstances and *only* when a Smoke Grenade is tagged to a target, can the target be downed. A Smoke Grenade explosion creates an impenetrable cloud of smoke with a ton of useful effects:

- **Players cannot spot though it...target marking and red reticle activation are blocked.**
- **It blocks line of sight.**
- **The detonation causes light cringing on targets near the blast.**
- **The detonation can detonate other grenades.**
- **It destroys meatshields and releases held Leaders.**



You can also use smoke as an effective early warning system. It won't kill or heavily damage intruders, but it should give you time to get into position to fight anyone trying to flank you!

As we mentioned, Smoke Grenades block red reticule LOS activation, preventing you from 'spotting' targets through smoke. So, keep firing if you know you have a target lined up, or if you're suppressing a chokepoint! You can use Smoke Grenades effectively to cover a charge by your team or a suicide charge with a Sawed-Off Shotgun or bayonet.

# POWER WEAPONS

***As their name implies, power weapons are very dangerous. Because they are stronger than your default Rifle/Shotgun/Pistol loadout, you must pick them up from their spawn points on the map. Additionally, power and heavy weapons are single spawn. That is, there can be only one Torque Bow or Digger on the map per spawn point at a time. As long as a power weapon is held, it does not respawn. You can take advantage of this by holding back with a power weapon that you want to keep out of enemy hands.***

## LONGSHOT



**> THE LONGSHOT IS THE SUPREME LONG-RANGE POWER WEAPON... IT IS LETHAL IN THE RIGHT HANDS.**

### WEAPON PROFILE

The Longshot is a pure sniper rifle, capable of killing in a single headshot, whether zoomed or not. The Longshot does not down with a body shot, whether or not it's Perfect Reloaded. Nevertheless, even a non-Perfect hit can help a nearby teammate down a marked target if you coordinate your fire.

All players should be aware of the Longshot's "scope glint." Whenever someone activates the zoom on this weapon, the scope will cast a visible glint. If you happen to be the one in the crosshairs, this clues you in that someone is zoomed in and lining up a shot on you.

Note that the Longshot can still be effective as a suppression tool even if you aren't the best sniper in the world. Get some distance and some elevation, mark targets, and call out your shots. Body shots at long range are dead easy. If you coordinate with a teammates, you can almost guarantee a down or a kill as long as they're in position to finish off the wounded target. As for headshots, there's no substitute for practice. If you're looking for easy kills, stay at long range and go for headshots against enemies in cover. Foes aim-firing a weapon over cover make great targets for this.



Be sure to switch to another weapon if you expect to engage anywhere closer than medium range. You don't want this weapon in your hands when a Gnasher comes around the corner.

*Be careful about spending too much time zoomed in with the Longshot. It's very easy to lose your peripheral vision to sniper myopia, and this can get you killed. When you're sniping, periodically snap out of zoomed view and do a 360 head scan. Players who get sniped by the Longshot often come looking for you with a vengeance...don't give them an easy retaliatory kill!*




## TORQUE BOW



**> THE TORQUE BOW IS A MECHANIZED LONGBOW THAT FIRES PENETRATING EXPLOSIVE BOLTS.**

### WEAPON PROFILE

The Torque Bow is a unique weapon, combining the best parts of a bow and an explosive weapon. You must 'charge' the Torque Bow by holding the Fire button. Doing so causes the explosive bolt's projected arc to straighten out, from a dropping trajectory to an unwavering line. Once the Torque Bow is fully charged, you can unleash the bolt for a nearly instant pinpoint shot. Anyone hit by the bolt is dead a second later. On top of that, if you score a headshot, it's instantly fatal and penetrates to any target beyond.



You can use a Torque Bow shot as a near-miss explosive, but its radius isn't impressive, so don't try this stunt unless you're sure your target is weak. Torque Bow shots that are not fully charged do not penetrate their target and simply bounce around the field until they detect. Thus, this is a poor weapon to use at close range, as it takes too long to charge a shot to penetrate.

The charged Torque Bow is extremely accurate. Anywhere from medium to medium-long range works best to hit shots without risking a close-quarters engagement. Ideally, you want to coordinate with a teammate providing distraction so you can line up the shot cleanly. Flanking and high ground both make the Torque Bow extremely lethal, as it's easier to land a fatal shot from a good distance with the Torque Bow than the Longshot. When you're in a flanking or elevated position, you rarely have to worry about cover obscuring your shot.

# DIGGER

**> THE DIGGER IS A PENETRATING EXPLOSIVE WEAPON THAT IGNORES COVER AND BLASTS ENEMIES WITH A PROXIMITY EXPLOSIVE.**



## WEAPON PROFILE

An unusual weapon, the Digger launcher is a Locust specialty. It fires 'Diggers,' explosive bio weapons that dig through the ground in a straight line until they detect an enemy's presence. Once it's in range, the Digger bursts out of the ground and detonates, killing or incapacitating anyone nearby.

The Digger is a powerful explosive weapon, and it's ideal for taking out opponents hiding behind thick cover. It's especially lethal if they can't see you when you fire, because the Digger is easy to see moving through the ground in the open. Try not to use the Digger as an open-field weapon. It's too easy for your target to roll out of the Digger's way.



Instead, use the Digger to take out foes that are in cover and firing at your teammates. A large group of enemies in a small space is ideal, as the blast is almost guaranteed to take down at least one target. The Digger projects a very recognizable sound and visual effect when it's digging, so alert opponents can easily avoid it. Try to fire at distracted enemies or larger groups.

### DIGGER TRICKS

**You can actually fire the Digger into a 'ceiling' above you, such as the Mortar platform on Trenches. It will penetrate the floor and detonate on any target above you.**

**Launching the Digger into the air when you fire helps to conceal the Digger's approach. It travels through the air more quickly than the ground, and it doesn't make the distinctive digging noise or dust plume from traveling through the ground.**

**You can also shoot a Digger projectile into an opponent's chest for a guaranteed kill.**

# BOOMSHOT

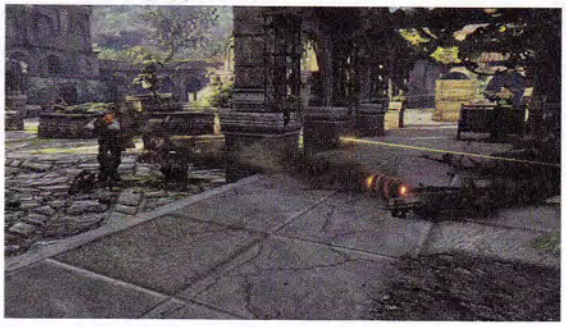
**> THE LAST WORD IN EXPLOSIVE FIREPOWER, THE BOOMSHOT LAUNCHES A POWERFUL EXPLOSIVE THAT DETONATES ON IMPACT, INSTANTLY KILLING ANYONE IN THE BLAST ZONE.**



## WEAPON PROFILE

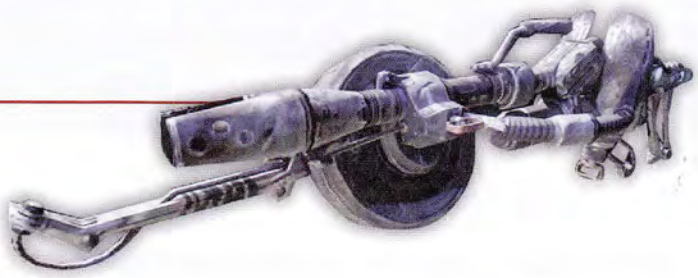
An explosive missile launcher, the Boomshot is a lethal power weapon, capable of instantly killing one or more targets with a single shot. The Boomshot launches its projectile with a low arcing flight path. To hit a target at a great distance, you need to aim slightly high to compensate for the drop. At shorter range, it's extremely easy to score a killshot with the Boomshot...simply aim near the feet of an opponent and watch him pop.

Because the Boomshot is both powerful and easy to use, you can expect a rush for this weapon on any map cycle that includes one. Make a point of either fighting for it, preferably with your team, or going for the other power weapons on the map...they generally get less attention when the Boomshot is present.



Headshots with the Boomshot have a lethal penetrating power similar to Torque Bow shots; they're instantly lethal and they continue through to any target beyond the initial victim. The difference here is that a Boomshot projectile is considerably more dangerous than a Torque Bow shot in most situations. This isn't a common occurrence, but it's cool when it happens!

# SCORCHER



**> A BRUTAL FLAMETHROWER, THE SCORCHER CAN PRODUCE A BLINDING SHEET OF FLAMES.**

## WEAPON PROFILE

The Scorcher is a flamethrower, a short-range weapon featuring several unique attributes compared to other *Gears* weapons. First, it has a blinding effect. In a confusing melee with multiple players, you can create extra chaos by firing into the middle of the battle, literally turning it into a *fire*fight.

Second, you can easily hit multiple targets at short range, something few other weapons can achieve effectively. Next, it has excellent stopping power and essentially perfect accuracy...firing at a target trying to rush you behind cover makes for an easy kill. The major downside to all of these perks is that the Scorcher is a short-range weapon that requires time on target to kill. Unlike a shotgun that can potentially kill in a single shot, you must keep a stream of flame on a target to down it and kill it. That's time that your target can use to kill you with a weapon possessing a strong alpha strike.

You can also use the Scorcher fairly effectively against a target behind cover at a short distance. It ignores the damage resistance bonus for a target behind cover. This is a minor perk, but still a perk. More importantly, it can completely obscure your foe's view, depending on the direction from which you're approaching. If the terrain favors you, using the right side advantage to round a corner can be effective with the Scorcher.

The Scorcher's Perfect Reload bonus is increased range, a very useful boost. Because the Perfect is fairly easy to accomplish, try to save your reloads until just before you engage in battle to make the most of the weapon.



# HEAVY WEAPONS

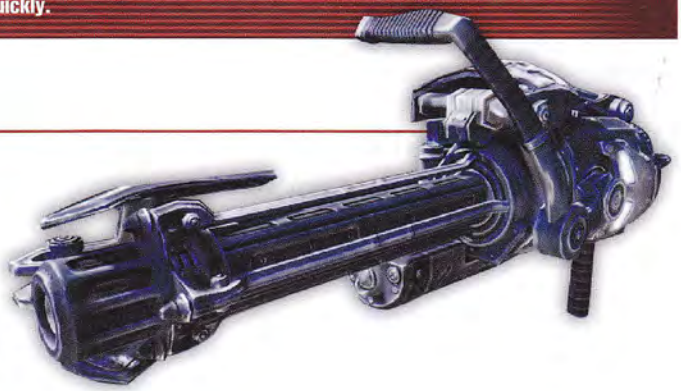
*Heavy weapons are power weapons that are, in all but one case, literally heavy. They require you to put away your other weapons, pick up a heavy chunk of metal, and then move slowly while you carry it. In exchange, they put massive firepower in your hands, and you can inflict serious damage to the enemy team if you use them well.*

### HEAVY BOUNCE

**When you carry a heavy weapon, you can use cover sliding to move ever so slightly faster. Pay attention to the terrain around you when you move. You can often bounce between a few pieces of cover to get into position more quickly.**

## MULCHER

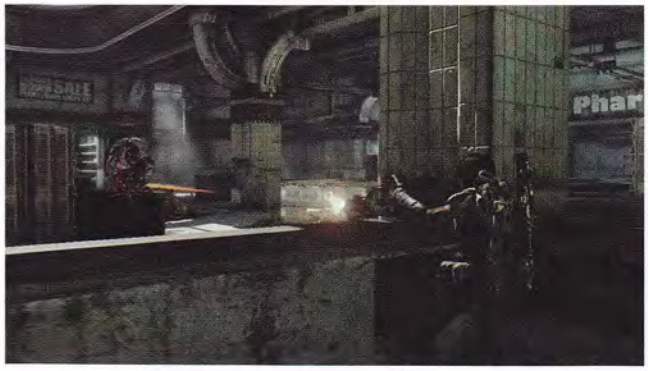
**> A POWERFUL CHAIN GUN, THE MULCHER IS A RAPID-FIRE BULLET HOSE.**



### WEAPON PROFILE

The Mulcher is a high-powered, rapid-fire weapon that must be planted and spun up to fire. But once it begins to fire, it unleashes a deadly spray of bullets, quickly downing and killing any targets in its line of sight. The Mulcher causes instant death at close range. At longer distances, it downs first before killing. The Mulcher is the most restricted of the heavy weapons, as it requires a clear line of sight to deal damage.

Because it *is* heavy, this usually prevents you from moving it far from its starting position. What this means is that the Mulcher's power is entirely map-dependent. If the Mulcher spawn is in a good location, or if you have a team that can support an average position, you can deal a lot of damage with it. On the other hand, the Mulcher can be a bit of a trap in some positions. It may be located in an exposed area, and anytime you use it you expose yourself to accurate long-range fire.



The Longshot, Torque Bow, Boltok, and Hammerburst can all cause you problems from long range, so be careful about sticking your head out for longer than necessary. You can fire the Mulcher from the hip effectively at short range. You don't want to face multiple enemies spread around you in this way. But if you have a chokepoint covered, you can easily mow down anyone foolish enough to walk out into the open in front of you.

### QUICK SHOTS

**It's possible to spin up the Mulcher as you walk around, which is useful for firing instantly when you aim.**

## MORTAR

**> THE MORTAR IS A HIGH-POWERED LAUNCHER THAT CREATES A STORM OF EXPLOSIVES ABOVE YOUR ENEMIES.**



### WEAPON PROFILE

The Mortar is a devastatingly powerful area-of-effect weapon. When you fire the Mortar, it launches a shell into the air, which then splits and falls to the ground, saturating an area with explosions.

The Mortar takes some practice to use. To fire it, you must set a distance by aiming it, which changes the shot's angle. After you fire the first shot, the next shot keeps a yellow hash mark on the angle/range HUD indicator, so you can judge the distance if you need to move the next shot forward or back.

### TARGET PRACTICE

**Spend some time firing Mortars on all of the maps that have it. Check the distances in quarter-power increments so you can get a feel for where you need to stand in order to hit key areas of the map. Knowing your distances can let you land a lethal shot on an enemy team holed up around a crucial spot.**

The Mortar explosions impact a large area, falling to the ground and moving forward in a roughly straight line, though there's a large blast to the sides as well. Because the Mortar falls from above, it's ideal for taking out targets in the open, even (and especially) behind cover. It's not effective against targets with hard overhead cover.

### MIND YOUR HEAD

*Don't fire the Mortar when you have an obstruction above you! A warning 'X' appears in the targeting reticle to alert you to this danger. There's nothing more embarrassing than killing yourself with your own Mortar shot...*



You can occasionally score kills by blasting an entrance with the shells, as the explosion reaches inside slightly. But don't waste shots if you know your enemies are staying back from the entrance. Be sure to prioritize the Mortar spawn on any level that has it...it's a very dangerous tool in enemy hands.

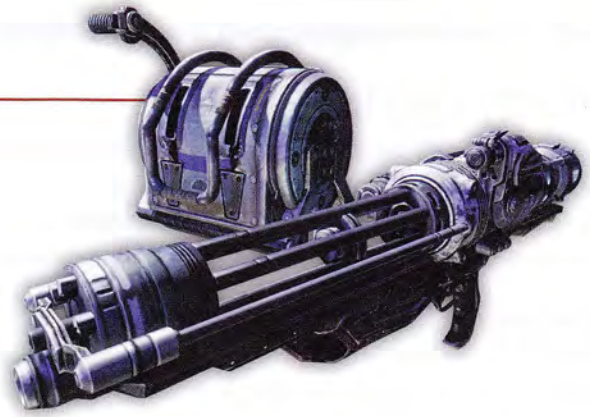
### INCOMING

*Your character shouts a warning if a hostile Mortar shot is headed to your location. Move! Look up when you hear the distinctive whistling sound of a mortar in the air. You can quickly gauge its arc of fire and vacate the area.*

*Be careful about firing the Mortar onto teammates! It causes them to cringe, and if they die while cringed from your Mortar shot, you lose score for helping the enemy!*

# VULCAN

**> UNLEASH A BULLET STORM OF FURY WITH THE ULTRA-HEAVY VULCAN CANNON.**



## WEAPON PROFILE

A stunningly powerful heavy weapon, the Vulcan is available in only one part of multiplayer: Horde mode, as a bonus weapon drop. The Vulcan is a cannon with an amazing rate of fire and lethal damage output. At medium range, this weapon is devastating against the Horde, where its unimpressive long-range accuracy is not a drawback. Thanks to your slowed movement speed, you don't really want to use this weapon at shorter distance.

Because the Vulcan uses ammo at such a ferocious rate, it actually has an external ammo box. Unlike the Mulcher, which is self-contained, the Vulcan requires that you either fight *near* the ammo box or have a teammate carry the ammo for you. Tying down a teammate to carry the ammo box isn't a great idea in Horde mode. So, try to get the Vulcan into a key position immediately after you pick it up, drop the ammo box, and set up camp while you wait for the Horde.

Treat the Vulcan as a bonus, super-powered 'turret,' as it has many of the same strengths and weaknesses as a fixed turret, but with considerably higher firepower!

# ONESHOT

**> THE ONESHOT IS A MASSIVE ENERGY CANNON WITH PINPOINT ACCURACY AND PIERCING FIREPOWER.**



## WEAPON PROFILE

The OneShot is a Longshot on steroids. It's a single-shot, instant-kill weapon. Hit any part of an exposed enemy, and they are vaporized. The OneShot is so powerful it can penetrate multiple enemies for a multi-kill. When it's Perfect Reloaded, it can even penetrate the Boomshield!

The OneShot takes a moment to charge up when you aim it, and you cannot fire it without first aiming it. This weapon also has a higher zoom level than the Longshot, and this can make tracking a moving target difficult or impossible. It also means that you're even more vulnerable when zoomed, as you have essentially no peripheral vision. So, wait for the right moment to mount and fire the OneShot.

The OneShot creates a red laser pointer at whatever you're targeting. If you remain zoomed in while you sweep the pointer around, you can expect your enemies to stay behind hard cover. Furthermore, when a OneShot is aimed in your vicinity, you can hear a beeping sound as the weapon charges. This occurs only if the pointer aimed in your area is hostile...get out of there! You can use both of these points to scare enemies away from an area! Work with your teammates to spook targets into cover with the laser pointer, and then let your teammates flank the entrenched enemies.



### RANGE FINDER

**It's very helpful to have a 'spotter' for the OneShot. Have a teammate mark a target, and you can use the mark to line up the OneShot even while the target is hidden from your view behind cover. Watch the mark's movement, and you can easily make the shot.**

### PRELOADING

**You can charge the OneShot by aiming at a point off to the side of your intended target, wait for the foe to show himself, and then quickly move onto him and fire. Note that your enemy can sometimes move his camera slightly to spot the laser pointer, but you can occasionally use this trick to nail an otherwise alert foe.**

# HAMMER OF DAWN

**> HARNESS THE POWER OF AN ORBITING CANNON TO INCINERATE YOUR FOES.**



## WEAPON PROFILE

The Hammer of Dawn is a unique and powerful weapon. It allows you to control an orbiting satellite cannon to blast your enemies. When you aim it, the Hammer takes several seconds to lock on and acquire its target. Once it's active, a lance of energy from the heavens blasts the battlefield. The Hammer impact causes a blast wave that's instantly fatal to anyone standing near it. If you continue to hold the trigger, you can then aim the energy beam, dragging it across the battlefield and damaging any enemies near it.

While the Hammer is very powerful, it does have some weaknesses. Notably, you cannot call down a strike on a target without clear line of sight, both from you to the target and from the target to the sky...indoor enemies are safe from harm. On top of that, targeting and continuing to aim the Hammer is risky, as it takes time and is highly visible and noisy. You can expect to become target number one while you wield the Hammer!

Unlike other 'Heavy' weapons, the Hammer does not slow you down while you carry it. Instead, you're forced to move slowly when you aim the Hammer, as it takes several seconds to activate. The Hammer can be hipfired, but it cannot be blind-fired.

You may want to use the Hammer purely for the initial 'blast wave' impact, rather than dragging the beam around. The initial blast can take out a group of enemies behind cover, but dragging the beam is very visible, and alert enemies can evade it fairly easily.

# MISCELLANEOUS



## MULTI-TURRET

**> THE MULTI-TURRET IS A MAKESHIFT EMPLACEMENT WHICH CAN BE EQUIPPED WITH RETRO LANCERS, BOOMSHOTS, LANCERS, OR HAMMERBURSTS.**

### WEAPON PROFILE



You rarely encounter the Multi-Turret in normal multiplayer matches, but it's a common sight in both Horde and Beast modes. The Multi-Turret is moderately useful in Versus multiplayer, a very powerful defensive emplacement in Horde mode, and a dangerous enemy in Beast mode.

When you use the Retro Lancer variant of this turret, you can tap your shots just like a regular Retro Lancer to increase your accuracy for targets at a distance. You can also spot targets while you fire. Be sure to do this in Horde mode to mark targets for your teammates.

On Overpass, be careful of the grate beneath the emplacement...enemies can fire up through it and hit you.

## THE BOOMSHIELD



**> THE BOOMSHIELD IS A STURDY METAL SHIELD THAT CAN BLOCK ALMOST ALL INCOMING FRONTAL FIRE.**

### WEAPON PROFILE

The Boomshield is the only purely defensive 'weapon' in the game. When you carry it, it forces you to use your sidearm, increasing the importance of picking up a Boltok or Gorgon. When you hold the Aim button, the Boomshield expands and you hold it out in front of you, creating a wall between you and incoming fire but slowing your movement speed.



You can use the Boomshield as a bullet magnet. Enemy players are often oddly fascinated by trying to take down a Boomshield user. You can use this to your advantage by making yourself an obvious target while your teammates go for a flank. The best place to put yourself while you use this shield is in a narrow chokepoint, where enemies can't get at your flanks to fire at your undefended body. Note that the Boomshield is not perfect protection. Carefully aimed shots from the front can still hit you, and it can't save you from most explosions...don't get overconfident.

You can also plant the Boomshield in the ground as a piece of static cover. This isn't a large wall, but it can give you a breather in an area that is otherwise devoid of cover. It also lets you use your primary weapons, which is important in a lot of situations. You can also try to plant the Boomshield to block off a narrow passageway temporarily, though you can't completely stop enemies from getting through. The Boomshield can be helpful in Capture the Leader for creating extra cover for your Leader.

## CLEAVER



**> THE CLEAVER IS A RARE BONUS WEAPON FOUND ONLY IN HORDE MODE.**



### WEAPON PROFILE

The Cleaver is a special weapon that you can acquire only when you play Horde mode. Infrequently during a Horde match, a Theron or a Butcher wielding a Cleaver may attack you. Dispatch it, and you can then pick up the weapon.

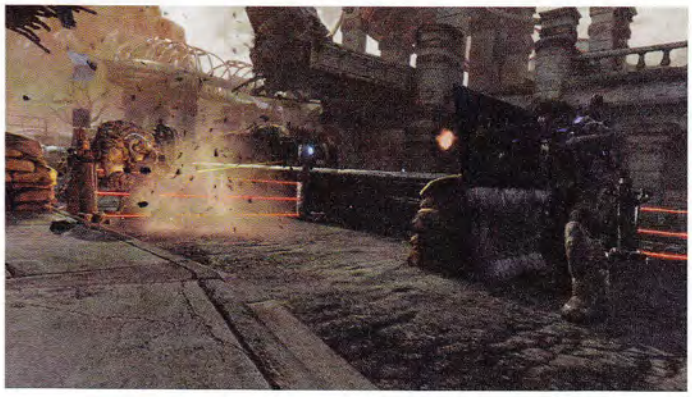
While you carry a Cleaver, you can only perform a melee swing...you can't use any of your other weapons. The Cleaver is damaging, but this sort of close-range combat is not the best idea for beating back the unrelenting Locust waves. Nevertheless, lopping off a few heads is good stress relief...

# HORDE

***The maddened hordes of Locust and Lambent seek to destroy your fire team. Prepare yourself, fortify, and face fifty waves of chaos.***

# HORDE BASICS

Horde is a classic Gears game type first introduced in *Gears of War 2*. It pits you and up to four of your friends against fifty waves of enemy forces, with a special boss wave every ten levels. Horde is played on modified versions of the multiplayer maps in the game. Each map contains roughly four Command Posts, any of which you can choose as your base. At the beginning of the round, your team is given a small amount of cash and 30 seconds to prepare before an enemy wave.



You can spend your money to purchase and build fortifications around your Command Post. Every Command Post in the game has a different set of fortifications, as well as different terrain to contend with—some are easier than others, while some are extremely difficult. You can purchase additional Command Posts, eventually unlocking all of the fortifications on any map.

Using the fortifications you build and the power weapons you purchase, you must then survive and defeat the incoming enemy wave. Dealing damage to the creatures earns you cash. Once a wave is completed, your team can then build and repair fortifications, purchase new equipment, and get into position for the next wave.

## LEVELING UP



Buying and repairing fortifications upgrades your Horde 'levels,' your ability to build the higher levels of fortifications. You achieve a level for each type of fortification: Barriers, Turrets, Sentries, Decoys, and the Silverback. Once you unlock a given fortification's maximum level, further builder upgrades give you a discount to the purchase or repair price of a specific fortification type.

Your Horde progression is persistent, and it is saved as you play multiple matches of Horde online. Initially, you cannot build all of the fortifications, all of the levels of any one fortification, or the Silverback. It's very unlikely that you can come anywhere near wave 50 in a single attempt without a full team that has completely unlocked all the fortifications. So, don't worry about failing your early games while you work on leveling up your base-building skills.

# CASH

You earn money in Horde by damaging and killing enemies. It is also possible—and critical—to trade money with each other between rounds. If you're playing with random people online, you may not see a lot of cash sharing. But whenever you play with friends, make an effort to pool your money to purchase or repair key upgrades.

It's a viable tactic to focus on building up one part of one base fully, or to buy a Silverback early and pour all of your cash into repairing it each round.



# FORTIFICATIONS

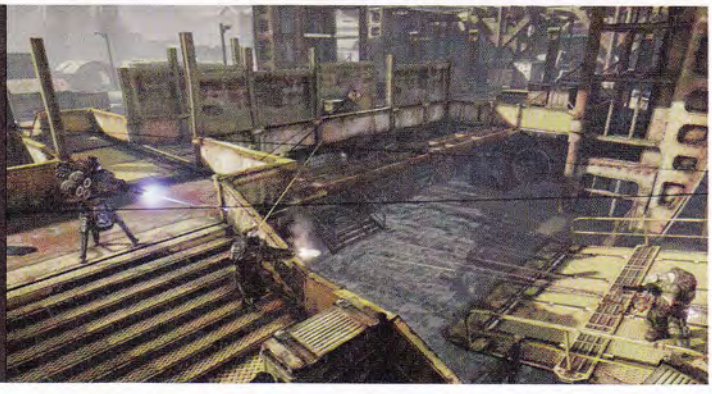
Once you purchase a Command Post, you can build fortifications around it. Once you construct any defense, you can upgrade and repair it between rounds.

## IMPORTANT: REPAIR THOSE DEFENSES!

**If a fortification is *destroyed* during a wave, you *must* repair it during the next build phase. Otherwise, it is gone for good and must be fully rebuilt and re-upgraded. As a result, once you invest in upgrading a given defense, be *sure* to repair it. If you can't repair an upgraded fortification that gets destroyed, alert your teammates so they can drop some cash into it. It's better to barely repair a fully upgraded turret than it is to spend your money repairing a less critical barrier.**

You simply don't have enough cash in the early rounds to fully build and upgrade all defenses in a given Command Post. This is especially true on some maps that contain a great many barriers, some of which aren't tactically critical. Consequently, it's vital that you choose carefully which fortifications to build and upgrade.

- **Once you construct the Silverback, it is always a high priority. Never let it be fully destroyed; always get it standing between rounds.**
- **Turrets should be your first purchases and upgrades. They can inflict huge casualties on incoming Locust and Lambent forces.**
- **The choice between sentry guns and barriers depends on the specific Command Post. Sentries act as additional fire support, but a key barrier can give you valuable time. Evaluate the terrain and choose the best option.**
- **Choose barrier purchases and upgrades carefully! You cannot afford to repair every barrier at any given base constantly.**



# WEAPONS AND AMMO

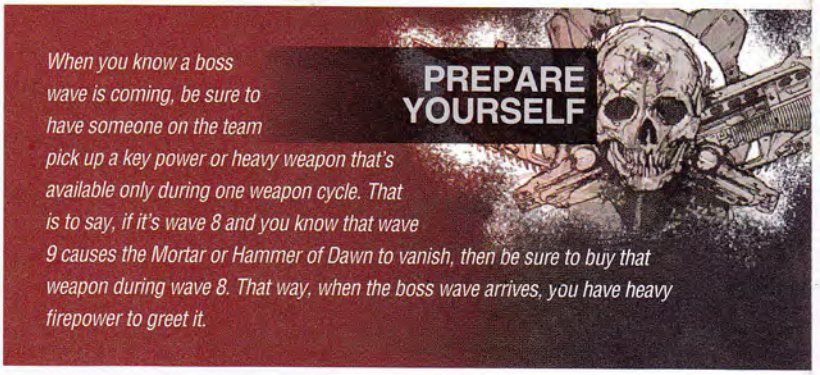
The normal weapon pickups that you would encounter during a multiplayer match are scattered around each level. However, in Horde mode, you must *pay* for the weapons! If you're already satisfied with your weapons loadout, you can also purchase additional ammo crates to reload your equipped weapons.

## FREE RELOADS

**Between waves, your basic weaponry (rifles, pistols, shotguns) is refilled up to a 'base' load of ammunition if you are nearly empty. Use this free ammo wisely, and be sure to pick up a Boltok or Gorgon to take advantage of the reload.**

You can also scavenge fallen weapons from enemy forces. However, you can't rely on this method entirely, as you don't always face enemies that provide useful weapons. Nor is it always safe to leave your base to go pick up a weapon during intense waves. You do *not* have enough cash to continually purchase power weapons, reload ammunition, *and* build up your Command Post.

If you're a much better fighter with power weapons, you may want to invest your money in maintaining your ammo supply. That way, you can use your power weapons strategically to remove key threats during each wave.



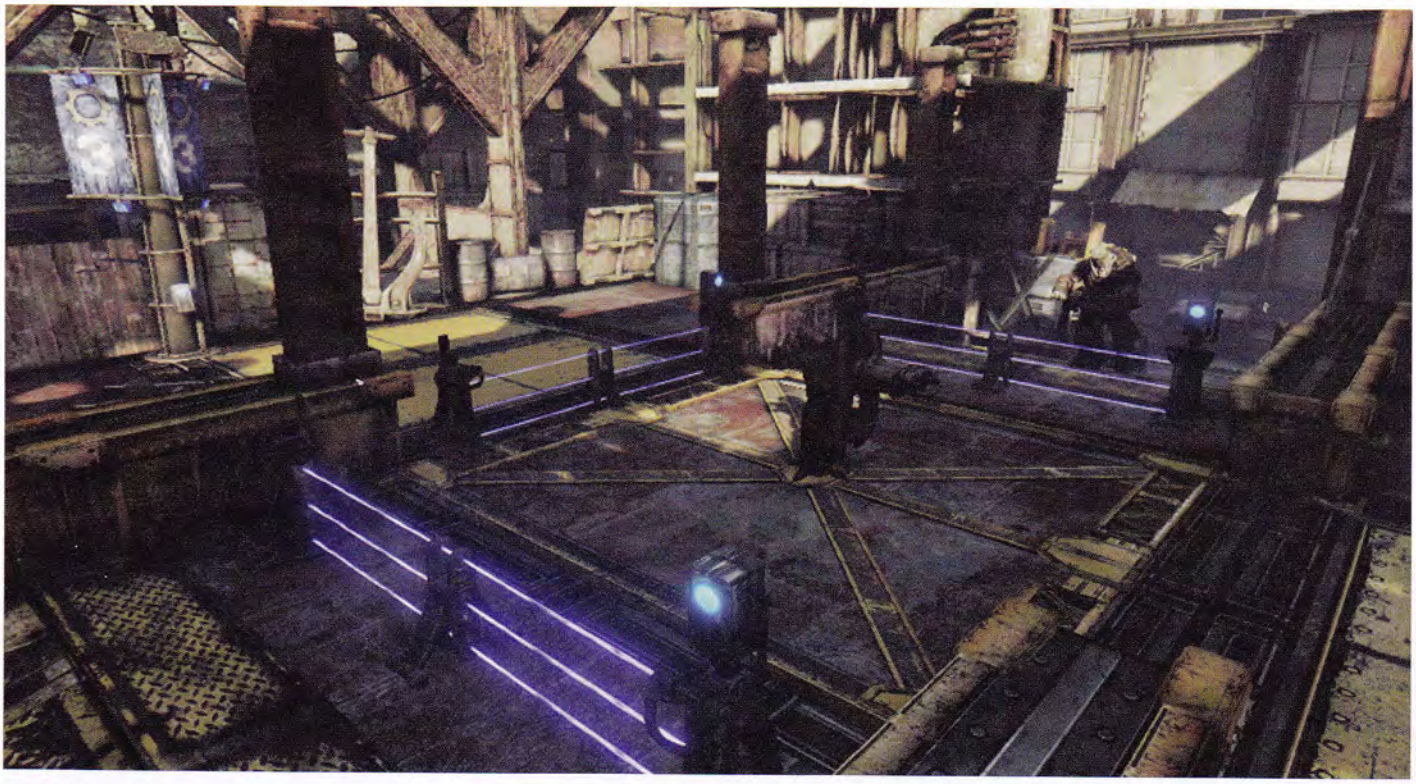
**PREPARE YOURSELF**

*When you know a boss wave is coming, be sure to have someone on the team pick up a key power or heavy weapon that's available only during one weapon cycle. That is to say, if it's wave 8 and you know that wave 9 causes the Mortar or Hammer of Dawn to vanish, then be sure to buy that weapon during wave 8. That way, when the boss wave arrives, you have heavy firepower to greet it.*



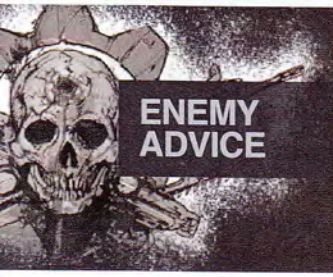
**BOOMSHIELD BARRIERS**

**The old trick of walling yourself off with a mass of Boomshields no longer works. They vanish between waves, and many enemies can bypass them easily. Nevertheless, it's still worthwhile to pick up Boomshields between waves and plant them in narrow halls when the next round begins. Any free distraction is better than nothing.**



## WAVES

You can face one of four possible enemy rosters, as well as one base 'core' set that is always used—it contains the most basic Locust enemies.



**ENEMY ADVICE**

*The enemies in Horde are identical to the enemies in the campaign, both in terms of behavior and in how to best combat them. See the single-player Hostile Forces chapter for more information about specific individuals.*

*There is one notable exception: the normal Berserker does not appear in the campaign. If you've fought it before in Gears 1 or 2, no major surprises here. But if you're new, check the multiplayer Beast Mode chapter for the write-up on its abilities. The same smash-and-charge that make it so powerful to use are deadly to face.*



## ENEMY ROSTERS

| CORE | QUEEN LOCUST | SAVAGE LOCUST | LAMBENT 1 | LAMBENT 2 |
|---|---|---|---|---|
| TICKER | WRETCH | WILD TICKER | POLYP | POLYP |
| BOOMER | GRENADIER ELITE | THERON W/ CLEAVER | LAMBENT WRETCH | FORMER |
| DRONE | LANCER GUARD | BUTCHER | LAMBENT DRONE | LAMBENT DRONE |
| SNIPER | SHRIEKER | BOLTER | DRUDGE | DRUDGE |
| THERON | FLAME BOOMER | SAVAGE DRONE | LAMBENT BERSERKER (BOSS) | GUNKER (BOSS) |
| KANTUS | ARMORED KANTUS | DIGGER | — | — |
| GRENADIER | BLOODMOUNT | SERAPEDE | — | — |
| MAULER | REAVER (BOSS) | SAVAGE CORPSER (BOSS) | — | — |
| GRINDER | — | — | — | — |
| FLAME DRONE | — | — | — | — |
| BRUMAK (BOSS) | — | — | — | — |
| BERSERKER (BOSS) | — | — | — | — |

The Berserker or Brumak can potentially be the boss for any boss wave, though they do have slightly lower chances of appearing than the 'special' bosses.

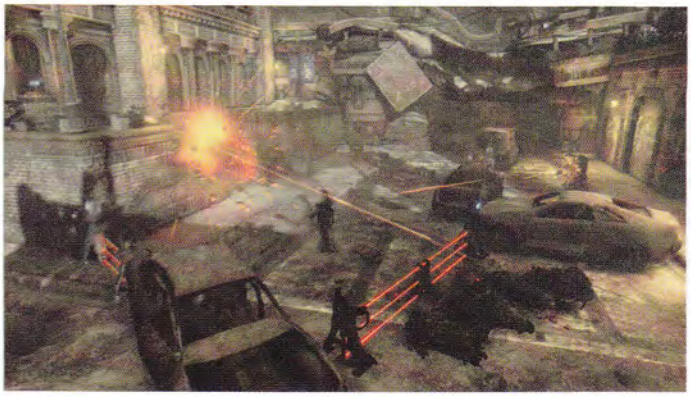
### ENEMY COUNTS

*During any wave, the total number of enemies that you face is pulled from a pool that the AI uses to spawn new assailants throughout the match. This number increases every wave up to 10. It then takes a small jump at wave 11 and increases again up to 20, with another jump at 21, and so on. These aren't huge jumps, but you do face more enemies at 41 than you would at wave one!*

Every wave, you face a new set of enemies pulled from a special roster of Locust, Savage Locust, or one of two Lambent lists. There is also a 'basic' roster that can appear at any time, which includes the usual suspects: Tickers, Boomers, Drones, etc.

### TRY, TRY AGAIN

*If you fail a given wave too many times in a row, the game shows a little mercy, shuffling the wave to give you a new set of enemies. This may not help if your entire base gets wrecked in the later waves, but it at least gives you a chance to get back into the fight.*



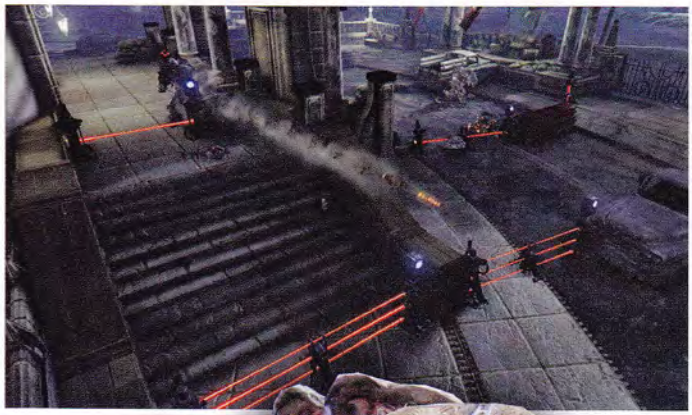
## BONUS WAVES

Every four rounds, you are given a special objective to complete. If you successfully complete the bonus objective, your team is rewarded with a special weapon drop between waves. These crates typically contain power weapons, but can also contain ammo for your entire team. These boosts can be very helpful for maintaining momentum in a long Horde match. Always prioritize completing the bonus objective if it doesn't jeopardize the defense of your base.

| BONUS ROUNDS | REWARDS |
|---|---|
| KILL 10 ENEMIES IN 30 SECONDS | TEAM AMMO |
| 8 EXECUTIONS | MULCHER AND BOOMSHIELD |
| 6 CHAINSAW OR BAYONET KILLS | BOOMSHOTS |
| 7 HEADSHOTS | LONGSHOT AND TORQUE BOW |
| 2 FLAME BOOMER KILLS VIA TANK DETONATION | WILD TICKER HOLDING A ONESHOT |
| COMPLETE WAVE WITHIN TIME LIMIT | VULCAN |
| 7 TURRET OR SILVERBACK KILLS | — |



# BOSS WAVES



Every ten levels—at 10, 20, 30, 40, and finally 50—you face a 'boss wave.' This special wave of enemies contains one or more boss monsters. The specific boss is dependent on the roster of enemies you are currently facing. It may be a Lambent boss, or it could be a Savage Locust or Queen Locust boss.

As with the base waves, if you fail against a given boss repeatedly, the game will shuffle the roster and give you a new foe to face. The bosses are *not* all created equal. Their difficulty varies tremendously depending on the map you are playing, what fortifications you've built, and the round in which you encounter the boss. Some bosses change in difficulty as you rack up enemy boosts in the later rounds. Early Gunkers aren't too threatening, but they can be a lot scarier when they have enhanced accuracy and damage.



## HORDE BOSSES

### BERSERKER

The Berserker boss is actually *two* Berserkers, making this a very dangerous, very difficult boss to face. Once the Berserker is inside your base, you can expect to lose a huge chunk of your fortifications, not to mention the risk to your team. During rounds that the Berserkers appear, Scorchers spawn near your Command Post. You can use this early warning to prepare for their appearance.

The best way to handle the Berserkers is to have two players pick up the Scorchers and stay on Berseker bait duty. The idea is to keep the Berserkers occupied while the rest of your team mops up the wave. Once you deplete the wave, you can turn your attention to the Berserkers. Naturally, this doesn't always work out so cleanly. At a bare minimum, try to keep the Berserkers outside of your base. You really, *really* don't want them inside wrecking your hard-earned defenses.

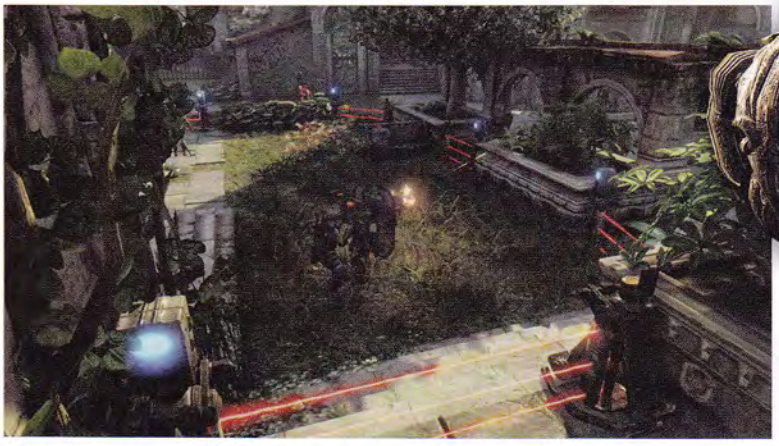
If you must take down the Berserkers early, light them up with the Scorchers or the Hammer of Dawn, and focus fire on them one at a time. Don't waste Scorcher ammo by continuing to fire while they are burning. Switch weapons and fire away until they recover, then switch back and ignite them again. Hopefully your team has kept one or more power weapons around. It's extremely helpful to take down one of the Berserkers quickly by using the stronger weapons.

## BRUMAK

Armed with massive twin cannons and a missile launcher, the Brumak is large, impressive, and sounds scary. It isn't nearly as bad as some of the other bosses... *if* you have cover. Out in the open, the Brumak is a terror. All of its weapons are potentially lethal. Even in hard cover, the Brumak's missiles can damage or kill once the beast gains a damage boost.

You have a few options when you deal with the Brumak. One is simply to leave it alone until the end of the wave. The reason for this is that, if you kill it early, a second may appear later in the wave! Another option is to shoot out its weaponry and leave it crippled until you finish the wave. This may be necessary if the map has too much open space and not enough roofs to protect your team from bombardment. Finally, you can try to flank the Brumak and hit its fuel tanks. These tanks are vulnerable, and hitting them with power weapons can take out the Brumak relatively quickly.

If you're trying to avoid fighting the Brumak, stay near buildings and other large, hard cover that can block the incoming fire. However, make sure you have someone in its line of sight at all times to draw its fire. If you ignore the Brumak entirely, and it moves into close range with your team, you're in for a world of hurt.



## REAVER

Reavers attack with powerful missiles, and their riders can be quite dangerous when they use power weapons against your team. Reavers typically show up in pairs. Like the Brumak, their threat level is highly map-dependent. On open maps, they are a terror; on maps with more cover, they are easier to handle. In all cases, try to shoot off the rider quickly to reduce the Reaver's effectiveness. Any power weapon or even concentrated rifle fire can down the rider in short order.

The Reaver has a weak spot on its underbelly, but it does not show this weak point easily. You need to get around to its rear. Terrain permitting, bait the Reaver with some easy targets, and have a teammate or two sneak around the rear with a power weapon.

The Reaver's missile launch has a tell: watch for the red laser pointer to appear, and then seek cover!



## SAVAGE CORPSER

Savage Corpsers are very dangerous, and they're difficult to handle. They can move through cover and penetrate your base quickly. With their arms acting as frontal armor, they are irritatingly durable.

To damage the Corpser quickly, wait for it to rear up and expose its head, then unload on its face with everything you have. When the Savage Corpser is below ground, pay attention to its movements. It can lash out with its arms from beneath the ground, instantly downing you if you aren't quick to evade.

Make sure your team isn't bunched up in your base when you face Savage Corpsers. If they all push into your base at the same time when you're clumped together, they can quickly end your team. If you can't hit the Corpser in the face, aim for its rear. This inflicts less damage than hitting its face, but it's better than shooting its armored arms.

### NOT IN THE FACE!

**With good timing, you can use the Lancer's chainsaw directly on the Savage Corpser's face to inflict huge damage. This maneuver requires some guts, as you have to get right up into the Corpser's face, push through its arms when it rears up, and shove the chainsaw into its face.**

## LAMBENT BERSERKER

The Lambent Berserker is hands down the most dangerous of all the bosses. Pray this beast does not turn up in a late round. The Lambent Berserker has all the rage and power of the normal Berserker, but it's augmented with greater durability and a host of vicious attacks. The Lambent Berserker can ground pound, and its leap leaves damaging pools of Imulsion where it lands. Once you damage it enough, it leaves trails of Imulsion when it charges.



As it loses chunks of its health, the Lambent Berserker moves through several stages of attack patterns. When you see it begin to use a new attack (e.g. a leap or an Imulsion charge), you know it's getting weaker. The worst part about the Lambent Berserker is how hard it is to damage. Shooting the Lambent Berserker directly inflicts barely any damage, even with heavy weapons. In order to deal significant damage, you must shoot its chest when its chest cavity is exposed. It exposes this weak point only just after it charges someone.

So, in order to deal serious damage, someone *must* play bait for the beast. The rest of your team should try to line up power weapon shots into its chest when it's exposed. The Lambent Berserker is the best argument for keeping several loaded power weapons around at all times. If at all possible, avoid facing this thing with rifles only.

### BEWARE THE LAMBENT WRETCH

*Much like the Scorchers' appearance can tip you off to an approaching Berserker, the Lambent Wretches' appearance in the enemy pool alerts you to a Lambent Berserker. There's no guarantee that a Lambent Berserker will appear over a Berserker or Brumak, but it's best to prepare for the worst...*

## GUNKER

The Gunker is the less threatening of the two Lambent bosses, but it's still dangerous, particularly in later rounds when it has an accuracy boost. The Gunker is a long-range 'siege' beast, launching huge balls of Imulsion as slow-moving mortars at your team. If your base has good overhead cover, this may not be a problem. But if you're out in the open, it's very easy to ignore the Gunker and then get hammered by an Imulsion bomb from the sky. Watch the sky when you hear cries of 'Gunker!' You need to know where the bombs come from and where they are likely to impact.



You can take down Gunkers fairly easily, but they tend to stay back and fire from a distance. So, depending on the map, you may need to venture out of your base to dispatch them quickly. If your base is in the open, this is a priority. If you have heavy cover, you can often save the Gunkers for last.



# ENEMY WAVE TIPS

## PENALTIES

At waves 11, 21, 31, and 41, the enemies gain powerful upgrades.

| WAVES | ENEMY UPGRADE |
|---|---|
| 11-20 | DOUBLE HEALTH. |
| 21-30 | DOUBLE HEALTH AND ACCURACY. BEWARE BOOMERS, THERONS, AND GUNKERS ONCE THEIR ACCURACY IS UPGRADED. |
| 31-40 | DOUBLE HEALTH, DOUBLE ACCURACY, DOUBLE DAMAGE. ALL ENEMIES BECOME MORE DANGEROUS IN THESE WAVES. |
| 41-50 | ALL THE SAME BONUSES AS 31-40, BUT NOW AMPED UP TO 2.5X. GOOD LUCK! |

## NOTABLE ENEMIES

Maulers can ruin your base and your day. It's easy to ignore them because they can't attack from a distance, but don't make this mistake. If they reach your fortifications, it's already too late to stop the damage.

The Kantus is always a priority target. Take it out as quickly as possible. You don't want it reviving downed Locust. The Armored Kantus is an especially nasty mini-boss type enemy. It is most vulnerable when it opens its mouth to scream. Try to hit it with a headshot. You can also take it down with a Frag tag—use an Incendiary tag, or make it cringe with the Scorcher. Be sure to call out Grenadiers when you see them, and mark their position. They aren't dangerous if you deal with them quickly. If you ignore them, a Frag grenade can really ruin your day.

Lambent enemies can get into fights with Locust forces! You can use this to your advantage by ignoring Locust/Lambent conflicts and focusing your attention on immediate threats. Just be aware that you don't get any cash when they kill each other!

The chainsaw on the Lancer and, to a lesser extent, the Retro Lancer charge are very useful once enemies have double health. You can use the chainsaw to execute quite a few enemies instantly if they get into close range. This saves time and ammo. Just don't go into an execution without a teammate to cover you.



# BASE BUILDING

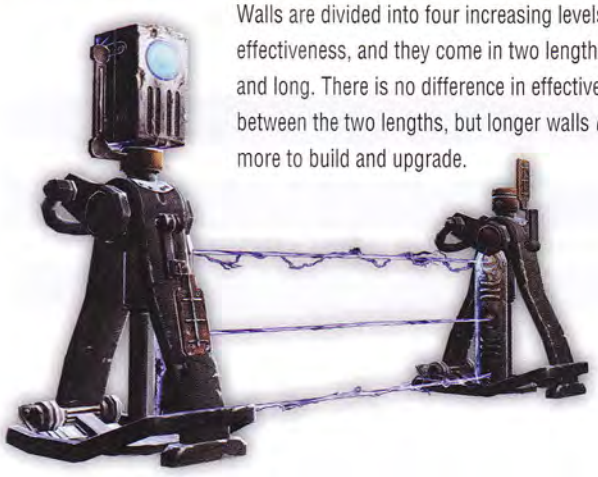
Once you chose a Command Post to defend, you need to begin constructing your base. Choose the fortifications you plan to build carefully; you can't afford every possible upgrade. Note that barriers have two different costs, depending on the length of the wall—some are shorter than others, and so receive a discount on their cost.

## FORTIFICATION COSTS

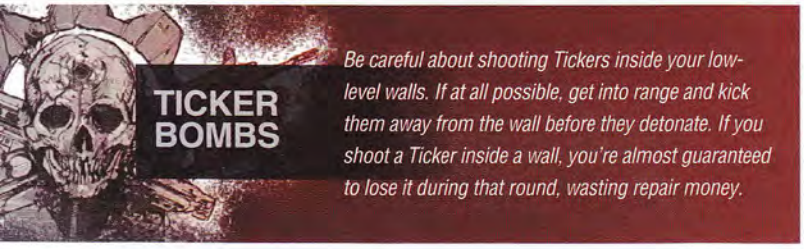
| FORTIFICATION | COST | HEALTH |
|---|---|---|
| SHORT BARRIER LV1 | ??? | 1500 |
| SHORT BARRIER LV2 | ??? | 3000 |
| SHORT BARRIER LV3 | ??? | 4500 |
| SHORT BARRIER LV4 | ??? | 6000 |
| BARRIER LV1 | ??? | 2000 |
| BARRIER LV2 | ??? | 4500 |
| BARRIER LV3 | ??? | 7875 |
| BARRIER LV4 | ??? | 10000 |
| TURRET LV1 | ??? | 1500 |
| TURRET LV2 | ??? | 2500 |

| FORTIFICATION | COST | HEALTH |
|---|---|---|
| TURRET LV3 | ??? | 3500 |
| TURRET LV4 | ??? | 5000 |
| SENTRY GUN LV1 | ??? | 1000 |
| SENTRY GUN LV2 | ??? | 1500 |
| SENTRY GUN LV3 | ??? | 2250 |
| DECOY LV1 | ??? | 1500 |
| DECOY LV2 | ??? | 3000 |
| DECOY LV3 | ??? | 4500 |
| DECOY LV4 | ??? | 6000 |
| SILVERBACK | 15000 | 4000 |

# BARRIERS



Walls are divided into four increasing levels of effectiveness, and they come in two lengths: short and long. There is no difference in effectiveness between the two lengths, but longer walls *do* cost more to build and upgrade.



**TICKER BOMBS**

*Be careful about shooting Tickers inside your low-level walls. If at all possible, get into range and kick them away from the wall before they detonate. If you shoot a Ticker inside a wall, you're almost guaranteed to lose it during that round, wasting repair money.*

## LEVEL 1: SPIKES

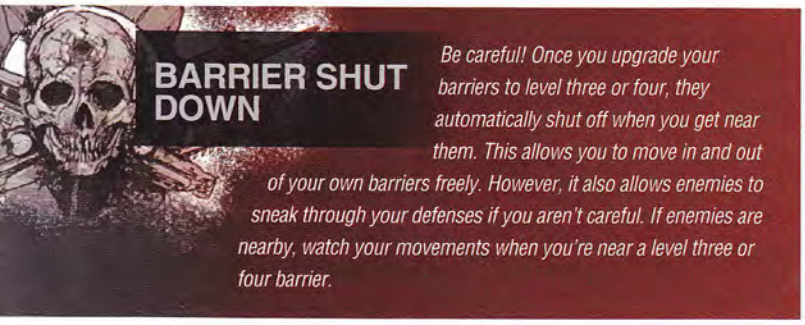
The most basic of all barriers, these spike strips provide a minimal delay to all but the weakest enemy forces. Enemies moving through these are slowed and damaged slightly as they pass through. If you can build them at key chokepoints, you can prevent melee enemies from easily getting into range of your team.

## LEVEL 2: RAZOR WIRE

Razor Wire is a slight upgrade over first-level spikes. Enemies can still push through it, but the barrier deals more damage and has substantially greater health.

## LEVEL 3: ELECTRIC FENCE

Reaching level three is a significant upgrade. Once you upgrade a barrier to this level, enemies can no longer pass through it, and simply contacting it inflicts damage.



**BARRIER SHUT DOWN**

*Be careful! Once you upgrade your barriers to level three or four, they automatically shut off when you get near them. This allows you to move in and out of your own barriers freely. However, it also allows enemies to sneak through your defenses if you aren't careful. If enemies are nearby, watch your movements when you're near a level three or four barrier.*

## LEVEL 4: LASER FENCE

The strongest barrier type, laser fences have significant health and completely stop enemies from passing them. They also inflict damage to enemies that touch or attempt to move through them.

# TURRETS



Turrets are the most powerful defensive emplacement. Pound for pound, they inflict more damage on Horde forces than any other purchase or upgrade outside the Silverback. Picking a key turret and building it immediately should be a priority on almost any map. Evaluate the terrain and pick the most defensible turret to purchase. Be sure to keep it manned during the wave.

Trade off turret duty to spread the cash around, and to prevent anyone from getting bored from sitting on a turret for multiple waves! Many maps feature multiple turrets that you can purchase at a single Command Post. But one turret usually has a clearly superior position, and another that you should use only as a fallback, if at all.

## LEVEL 1: RETRO TURRET

The lowest-level turret is still very effective, especially in the early waves. This turret is very inaccurate, but if you tap the trigger, you can achieve decent accuracy. Up close, it deals heavy damage to any Locust or Lambent Horde forces in the area.



**CHECK SIX**

*On several maps, turrets are in good positions but are vulnerable to attack from the sides or rear. Have a teammate watch your back while you operate a turret. It's always worthwhile to man the turret if you're defending a base, but you may need someone to protect you from flanking assaults to use it safely.*

## LEVEL 2: LANCER TURRET

The Lancer turret is a significant upgrade over the Retro. With increased accuracy and greater health, you can mow down early Horde waves with little difficulty. Plus, it can take a few hits without being destroyed.

## LEVEL 3: TROIKA

The Troika is a serious firepower upgrade. Once you reach this level, you have maximized the turret's firepower. Upgrading from here only gives you greater health and defense. Try to get your key turrets up to level three as quickly as possible!

## LEVEL 4: SHIELDED TROIKA

The Shielded Troika has a front-facing blast shield to protect you from incidental incoming fire. The turret itself has more health than the level-three model. This isn't a critical upgrade compared to level three, but it is worthwhile once you have the cash for it. One major improvement is that it has no cooldown, so you can fire it continuously.

# SENTRY GUNS



Sentry guns are automated turrets. These guns don't pack the turrets' raw power, but they also don't tie up a teammate to operate the guns.

## LEVELS 1 AND 2

The low-level sentries both inflict low damage, and neither has a great deal of health. When you build one of these, try to place it where someone on your team always has line of sight to it. While low-level sentries are largely alarms and not weapons, sentries in general become hugely important on higher difficulty levels, where their stream of fire can prevent enemies from executing you if you're DBNO. Coupled with a barrier or decoy, sentries can be very effective.

## LEVEL 3

The highest-level sentry has one additional effect: its shots slow the enemies that they hit. This slowing effect is helpful, but its effectiveness depends on what the sentry decides to shoot, and if you or a teammate is nearby to take advantage of the effect. It's worth upgrading to level three once you can afford it, but don't prioritize a swift upgrade over a key manned turret.

# DECOYS



Decoys are special fortifications that draw the attention of Horde monsters. Depending on their position, they can be *very* effective when you use them in concert with either a turret or a sentry gun. If you have a well-positioned decoy in your base, try to build it up fairly quickly—it can help your team significantly.

## LEVEL 1

The first-level decoy, a low-budget cutout of Cole as the Thrashball champ, does little to attract the monsters' attention, and it has relatively low health.

## LEVELS 2 AND 3

The second and third levels add more health. More importantly, they add an extra level of 'taunting' the Horde monsters. Enemies within a short distance of these decoys are drawn into using melee attacks on them—even if they would normally shoot at your team! Try to upgrade to level two as soon as possible. Level three adds more range to the melee magnet effect.

## LEVEL 4

The decoy's highest level has the greatest health, the largest attraction radius, and it explodes when it is destroyed! Once you build a decoy up to this level, be sure to repair it every wave if it gets destroyed.

# THE SILVERBACK

The Silverback is a massively powerful armored walker that provides almost total protection to the user from the front and sides. The Silverback boasts a powerful minigun. The minigun is limited by a heat meter, similar to turrets or the Mulcher.

The Silverback can also 'sprint,' though doing so causes its heat to build up the same way that firing the minigun does. The Silverback can deploy into a stationary defensive crouch. Doing so causes blast shields on the legs to deploy, allowing a teammate—or you, if you hop out—to use the Silverback as cover. This can be quite useful if you place the Silverback near an area that has no other useful cover for a teammate, and you *always* want a teammate covering the Silverback.

In cover mode, you cannot rotate a full 360, so choose your position carefully before you switch modes, as the transformation takes a few seconds to complete. Finally, when it's mobile, the Silverback can use a powerful stomp to smash any enemies in melee range. In general, you don't want any monsters to get that close to you, but if they do, you have one last defense.

**SILVERBACK SMASH**

**You can use the Silverback's stomp to gib a Serapede instantly—handy!**



The Silverback is unquestionably a powerful asset in Horde mode. However, it is expensive to build, expensive to repair, draws constant fire, and must be protected to be effective. The Silverback works best when your team focuses on using it as a group. Protect its vulnerable rear from attacks, kill any Tickers that try to get near it, call out and mark important targets, and cover routes that enemies might use to attack it. When you use it this way, the Silverback can have a huge impact on your team's success in Horde, but don't expect a lone Silverback charging into enemy turf to last long!

# HORDE QUICK TIPS

## GENERAL TIPS

When only the last enemy in a wave remains alive, send out your team to gather dropped weapons and ammo to restock. All weapons on the ground vanish between waves, so leaving the final enemy alive gives you more time to collect them.

You can purchase a second (and sometimes third) Command Post near your first to unlock access to another key turret or sentry gun.

You can mark weapons in Horde mode, just like you can in the single-player campaign! Use this to call attention to a power weapon dropped on the field, rather than trying to describe its location to a teammate. Marking a weapon in this way works only at shorter distances, and marking an enemy always takes priority over a weapon on the ground.

Before you spend the cash to respawn, be sure to communicate with your teammates. You can respawn only once per wave, it is expensive, and if your base isn't clear, it may be suicidal. By all means, if respawning makes the difference between clearing a wave or not, then do so. But if your team can manage without you, stay ghosted and call targets instead.



Remember, you do get bonus cash for spotting targets that die, even while you're ghosted! You can use the Boomshield to give a turret user some protection by planting it at his or her flank or rear.



The last enemies in a wave often (but not always) rush your position to save you the trouble of hunting them down. Because the last several enemies get markers over their heads, you can track down reluctant enemies, like Snipers, who prefer to hang back at the end of a wave.

Conserve your turret ammunition during later waves. Don't waste it on easy-to-kill enemies; save it for the heavies.

Be sure to pick up a Gorgon or Boltok and some type of special grenade. This way, you can reload them when you buy an ammo refill.

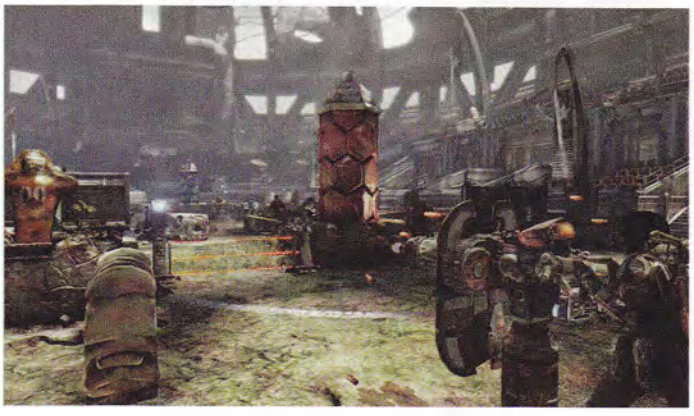
If you're low on ammo, your rifles, shotguns, and pistols all refill to their base ammo level between waves. Ammo crates from the bonus drops give ammo to your entire team.



Flame Grenadiers, Boomers, and getting hit from behind can all stun you and knock you out of the Silverback. Make sure you deal with Flame Grenadiers and Boomers before they can get close. Tickers are also a nuisance because they can be hard to hit with the Silverback's weapons, though you can use the stomp to smash them.

Mark targets constantly. Just as in multiplayer, focusing your fire is the most effective way to work together.

If you have an objective to kill a certain number of a specific bonus enemy type, be sure to prioritize that target early. If you leave the special enemy type alive and kill all the other enemies in a wave, you may not get enough spawns of the special enemy you need for the objective!



New enemy rosters are normally selected every ten waves or so. However, if you fail one or more waves, you may see a completely new set of enemies due to an early roster shift.



If you have good reason to believe your team will fail a wave, rather than spending your cash on fortifications that may be lost and failing, save it. If you win, great; if not, you should have enough cash to build up stronger fortifications!

## FASTER LEVELING

When you're still working to level up your Horde mode unlocks, a handy trick is to purchase more control points than you need, strictly to build more fortifications. This isn't a good idea if you're making a serious attempt at Horde. But when you're still trying to unlock upgrades, and your teammates don't mind, go for it.

## FORTIFICATIONS

Remember: Upgraded fortifications that are destroyed can be repaired between waves. If you let a destroyed fortification stay down for the next wave, it is gone for good and must be totally rebuilt. Don't let this happen to key fortifications! Here's a good rule of thumb for build order: Turrets first, and then Decoys or Sentries depending on their position.



For Barriers, either build them last, or build a few in key positions early and protect them carefully. Trying to build and upgrade all walls early is a waste of money. Saving your cash for a round or two is also a viable tactic. At that point, you can quickly purchase and upgrade a fortification to maximum. This saves you wasted money on repairs between rounds before the fortification is maxed out. Consider using this technique in the early waves, when the combat is easier.

On some maps, the Silverback can almost singlehandedly hold down the fort if it is well supported. You can have one teammate save up for the Silverback, or even have all team members pour cash into one player to buy it early. Generally, this works well only if you know your teammates, but it is an effective strategy.

## WEAPONS

Because so much of Horde combat on many maps happens at medium range or longer, you may want to carry a Hammerburst and a Lancer. Select the Lancer as your initial weapon, and then scavenge a Hammerburst from the plentiful Drones. This allows you to keep your Lancer ammo and the Chainsaw for shorter distances and still pick away at targets from long range.

Be sure to grab Mulchers and Boomshields between rounds. The Mulcher in particular can make the start of a new wave fairly easy. Drop off the Boomshields in narrow passages to provide some extra cover for your team—be sure to plant them *after* the wave starts, or they vanish.

The Sawed-Off Shotgun is an excellent makeshift power weapon. You can use it to take down or heavily damage the Boomer, Mauler, or Grinder quickly. Just be sure you can get into close range to use it safely.

Have one teammate pack a Torque Bow or Boomshot at all times to deal with problematic enemies. Save the shots until they are needed!



## HEAVY WEAPONS

The heavy weapons are all very important for dealing with boss waves. If such weapons are on a spawn cycle, be sure to pick them up on the eighth wave and hold onto them for the boss wave!

# BEAST MODE

***Beast mode gives you a chance to turn the tables on the COG—assume the role of a ferocious Locust and assault the COG troopers in 12 waves of battle. Unlike Horde mode, where you can take your time defeating the assaulting Locust forces, in Beast, your time is precious. You have limited time to defeat all COG forces on the map before the Hammer of Dawn deploys against your team to lethal effect.***

***Dealing damage to COG forces and fortifications and downing or killing COG units gives you time bonuses. On many maps, these bonuses are mandatory for completing the later waves. As with Horde, you play Beast matches on the normal multiplayer Gears of War 3 maps. Because you assault the same bases that you can build in Horde, familiarity with that mode can help your offense in Beast.***

## WAVES

| WAVE | HEROES | OTHERS |
|---|---|---|
| 1 | 0 | 5 |
| 2 | 1 | 6 |
| 3 | 2 | 6 |
| 4 | 2 | 7 |
| 5 | 4 | 5 |
| 6 | 4 | 7 |
| 7 | 6 | 4 |
| 8 | 6 | 6 |
| 9 | 8 | 4 |
| 10 | 8 | 5 |
| 11 | 10 | 3 |
| 12 | 1 | 15 |

There are only 12 waves in Beast compared to the 50 in Horde, but Beast plays out under intense time pressure; you have limited time to defeat the COG forces. Each wave, the number of COG forces increases, and the level of their fortifications scales up as well.

The opponents in every wave are slightly randomized. So, the Stranded may have different weapons, and you may face a different mix of Heroes and generic COGs each round.



### SPEED IS THE KEY

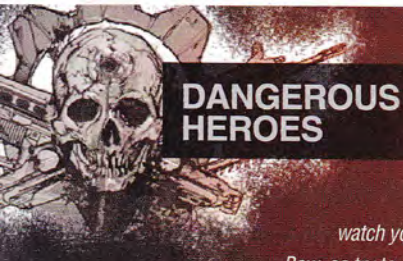
**Individual waves in Beast mode are never meant to be extraordinarily difficult. It's all about speed and bettering your time between matches. If you fail a wave, you basically ruin your chance at scoring well.**

### HERO FORCES

*'Heroes' are the named characters from the Gears world: Anya, Baird, Cole, Dom, and so on. All Heroes have Execution rules active at all times. You can kill them only at close range or with an instantly lethal attack. Heroes also have increased accuracy, better awareness, and more lethal weapons than the generic COG soldiers or Stranded that you face. They are priority targets—mark them and eliminate them quickly!*

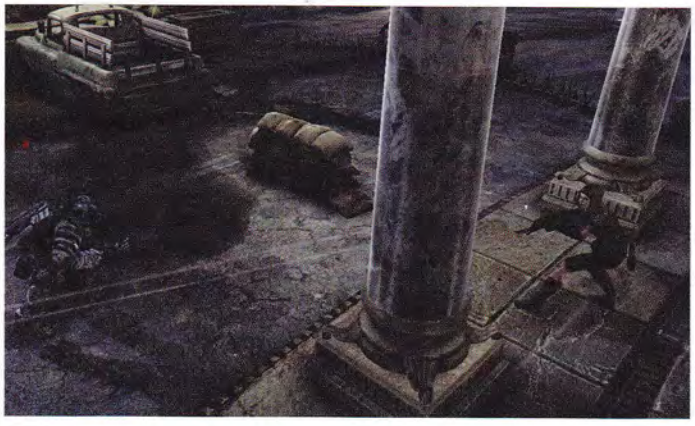
The last wave is always the same. You face Chairman Prescott with the Hammer of Dawn and his Onyx Guard. All of the Onyx Guard are considered Heroes, so you must defeat them with Execution rules, just like the named COG.

If you fail to complete a wave, you are allowed to retry it, keeping any accumulated score and tier unlocks. This means that, with enough attempts, you can always get through all of the waves. As your team improves, you should be able to get farther without dying.



## DANGEROUS HEROES

*Watch out for Cole, Baird, and Anya. Cole is always equipped with the Boomshot, which can cause your team major problems. If you hear Cole's telltale 'Woo!' in the distance, watch yourself. Similarly, Baird uses the Torque Bow, so try to avoid being in the open for long if you hear it cranking up. Anya uses a Mortar. Again, listen for the launch and look up at the sky to track the trajectory. You need to take her down quickly, or you risk your entire team getting pulped by a single shot.*



## WAVE TIPS

The first three rounds are fairly easy, with mostly Stranded and few Heroes to face. Use these early rounds to build up your score, and try to avoid dying. From waves four through six, take advantage of the Kantus/Mauler combination to smash defenses and heal your team.



Past the first six waves, the first tier of Beasts becomes less effective, though you can still take down enemies with the Savage Drone if necessary. During waves seven through nine, make sure you have a few Boomers around to shell COG fortifications and personnel from a distance. Waves ten through the end, use the Kantus, Boomer, Digger, and finish the fight with the Berserker.

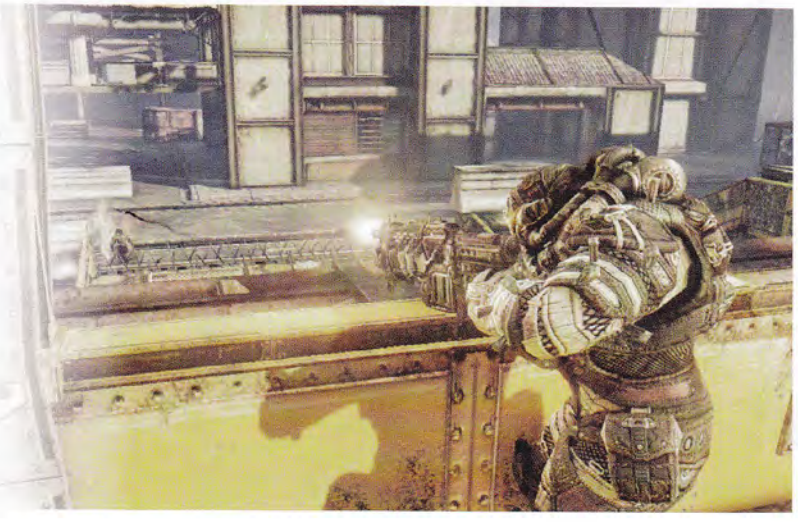
In all waves, you can use the other Beasts to good effect—these are just the 'core' forces you want to have around. A Kantus is always valuable for the ability to keep your forces standing and inflicting damage. The heavier 'siege-breaker' Beasts are vital for smashing fortifications and taking down enemies from long range.

# COG FORCES

## TROOPS

As a Beast, you must face three types of COG forces. The Stranded, appearing only in the early waves, are the weakest—these are normal humans armed with simple weaponry. The second level consists of generic COG Gears. They are more dangerous than the Stranded, with greater health, better weaponry, and improved AI. The highest-level COG are the Heroes, better known to you as Marcus, Dom, Anya, Cole, and many others.

Heroes are special for two reasons: first, they always use a specific weapon (beware Cole's Boomshot and Baird's Torque Bow); and second, they always use Execution rules. This means that, to kill COG Heroes, you must first down them and then finish them off at close range. The only other way to dispatch Hero COGs is to kill them instantly with a lethal attack, such as a direct hit from the Digger.



# COG BASES

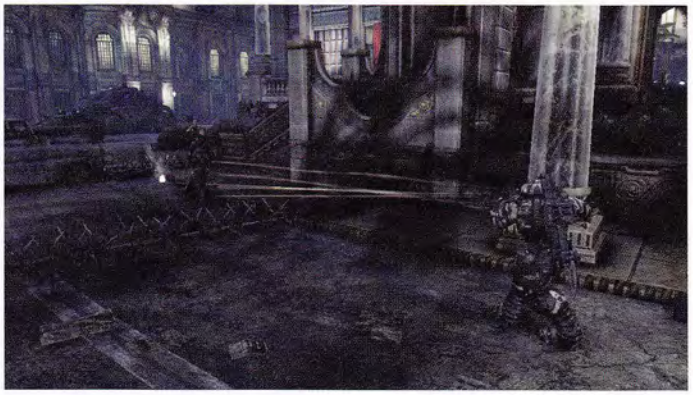
In addition to the forces you face, COG personnel also have the benefit of fortifications, just as you do when you play Horde mode. Every round, a random control point is chosen as the COG base. You must assault it and defeat all of the COG forces present to finish the round. As the waves progress, the *level* of fortifications increases. That is to say, you generally encounter the same fortification positions at any given base, but their strength increases in the later waves.

## THE SILVERBACK

The manned machine weapon that is the Silverback starts to appear around the fourth round, and occasionally *two* may appear in a wave. The Silverback is very dangerous when any COG soldier operates it, but it is *extremely* dangerous when a Hero is using it. Their increased accuracy makes the Silverback essentially a mobile turret.

The best way to deal with the Silverback is either to down its pilot with a well-placed grenade or flanking attack, or to destroy it from range without exposing yourself to its dangerous attacks.





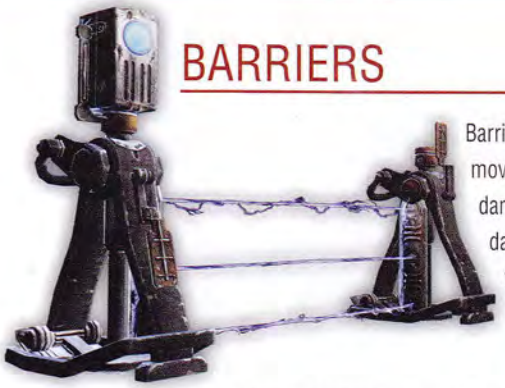
# FORTIFICATION OVERVIEW

Fortifications are present in Beast mode just as they are in Horde. But in this mode, you go up *against* the COG's fortifications rather than using them to help your team. Decoys aren't a threat to your well-being. However, destroying decoys gives a huge time and point boost, so they're almost always worth getting.



*Damaging any fortification grants your team bonus time. This makes putting a teammate on destruction duty a perfectly valid tactic. Several Beasts are good at taking down fortifications, and you usually need at least one to break open a path through barriers to reach COG personnel. Beyond the need to break through barriers, several areas on a map usually have fortifications but little or no COG presence. You can destroy fortifications in these areas at your leisure, building up time for your team.*



## BARRIERS

Barriers are a constant nuisance in the early waves, and they become a major obstacle in the later waves. You can move through the first two barrier levels (spikes and razor wire) at the cost of slowed movement and suffering damage. The third and fourth barrier levels (electric fence and laser fence) stop passage completely, and they inflict damage if you walk into them. The only good thing about the high-level barriers is that they deactivate if a COG trooper moves near them. This can allow you to sneak inside.



Several Beasts possess attacks or abilities specifically designed for taking down barriers, and those that can mantle can often bypass them completely. Don't waste your time trying to destroy every barrier in a given wave. Instead, pick an attack route, destroy the barriers along that path, and move in with your team.

## TURRETS AND SENTRIES

Turrets and sentry guns both represent serious threats, with turrets being the more dangerous of the two. Turrets are extremely dangerous, especially when a Hero operates them. They can down almost any Beast in seconds, so you must deal with them quickly. As with barriers, several Beasts have attacks or abilities ideal for dismantling turrets. Once turrets start to appear, be sure to have someone on your team prepared to take them out.



Sentry guns, on the other hand, are less of an immediate threat. They can still cause problems for weaker Beasts. They can also make an otherwise favorable approach more difficult when nearby COG forces accompany them. Remember that you can destroy sentries and turrets with concentrated fire. As long as you aren't under fire yourself, you can take them down with patience from cover or a distance, assuming you're playing the right type of Beast.



## FIGHTING THE SILVERBACK

The Silverback is the most dangerous of all COG defenses. It can easily kill all but the toughest Beasts in seconds. A Silverback manned by a Hero is the single greatest threat the COG forces can present. There are several methods to handle the Silverback:

- **Use Ink or Frag grenades to incapacitate the driver.**
- **Distract it from the front, and attack it from the back.**
- **Use the Digger, Boomshot, or Mauler smash to destroy it quickly.**
- **If you have no other option, destroy it with concentrated Retro Lancer fire from a distance.**



The Silverback *must* be dealt with, and it's usually a better idea to tackle it sooner rather than later, before it takes down too many of your teammates, wasting valuable time.

# CASH

Similar to the cash you earn in Horde mode, in Beast mode, you build up cash to unlock new tiers of Beasts. You also use it to purchase any given Beast for a round (or until you die). Between rounds, if you survive without dying, you recover a percentage of the cash you spent on your Beast. This depends on how much damage it takes during the round.

**BONUS CASH!**

**Marking targets that get killed results in a cash bonus, so this is essentially free money. Always mark your targets!**

Dealing damage and destroying fortifications and targets increases your cash. Likewise, performing certain support actions, such as healing your teammates with the Kantus, increases your cash. In general, assuming your team makes a no-death run through all twelve waves, you will just barely have enough cash to buy one or more Berserkers by the final wave. If your team wipes out on a wave, you may have the chance to build up a larger reserve.



# THE BEASTS

***The first tier of Beast forces is unlocked when you begin. You unlock the upper tiers by earning enough points through inflicting damage each round. In general, you can expect to unlock the second tier in just a few rounds. The third tier should unlock roughly halfway through the waves. Finally, you should access the final tier sometime during the last three waves. Naturally, this may differ depending on how aggressive you are, and if your team has to replay one or more waves.***

***Remember that you should always be inflicting damage to something. You need to be in the fight as much as possible, not just to increase your own score, but to keep the timer running and have a chance at victory!***

# FIRST TIER

## WILD TICKER



The Wild Ticker lacks the suicidal explosive power of the Locust-armed explosive Ticker. Instead, the Wild Ticker is useful for its melee attack. It can damage any type of fortification, and it doesn't take damage when it melee attacks higher-level barriers.

Automated sentry guns ignore the Wild Ticker. So, it can safely approach some base routes that other Locust troops cannot. On the downside, the Wild Ticker is relatively slow to dig through even low-level barriers. Its melee attack is too weak to deal much damage to any COG forces, assuming it survives being in their line of sight for longer than a second!

Use the Wild Ticker only when you absolutely have to make a hole in a COG base's defenses, and there is no other way for a mantling unit to enter. When you pick away at a barrier, keep your scrawny behind tucked away behind cover. Don't expect to live long if any COG forces see you.

Just like the regular Ticker, the Wild Ticker can gain a temporary burst of speed via the Roadie Run button. This gives its already rapid movement a considerable boost for a short period of time.



### MUNCH, MUNCH

*The Wild Ticker can eat grenades! This allows it to become a mobile bomb once it ingests an explosive. You can chow down on planted grenades, a grenade thrown in midair above you, friendly grenades from the Kantus or Drone, or, if you're amazingly lucky, even a Torque Bow shot in midair. This doesn't come up all that often, unless you feed grenades to a friendly Wild Ticker. But it's cool if you can pull it off. Oh, and the Wild Ticker can perform a special head-chewing Execution…*

## TICKER

The Ticker is identical to the Ticker you encounter in the campaign. Now you can hurl yourself at COG forces as a mobile suicide bomb! The Ticker is useful primarily for downing dangerous COG troops that are distracted by other Locust forces. You can also use the Ticker to good effect by downing a turret or Silverback operator.

Detonation takes a second to activate, so time your attack carefully. If you try to detonate near targets that are aware of your presence, they almost always roll away from your blast without taking serious damage.

The Ticker can be useful for destroying key sentries, but don't waste time detonating near a barrier if you can help it. The Ticker is better for taking down clustered COG troops or one manning a Silverback or turret than it is for destroying barriers. As with the Wild Ticker, you can give yourself a boost of speed to reach your destination faster via the Roadie Run button.



# WRETCH

The Wretch is a melee fighter that can mantle over walls and jump over low-level barriers. Its powerful scream can also temporarily stun nearby COG forces. However, the Wretch is weak, and you should avoid fighting in the open when you play as one.

Your best bet is to exploit the Wretch's mobility to get past defenses, either by jumping over low-level barriers in the early rounds, or by mantling over low cover to bypass them entirely. Once you're inside, you can use the Wretch's scream to stun nearby COG troops and let your teammates mop them up. This is especially useful if a Ticker or Savage Drone is nearby to finish off the stunned enemy.

The Wretch's melee strike inflicts decent damage, but the Wretch is so weak that getting multiple kills from melee attacks is unusual. The Wretch employs two types of melee strikes: the Melee button yields a quick melee swing, while the Right Bumper initiates a lunging melee jump. The melee jump is generally more useful for clearing barriers than it is for combat. If you miss the attack, you may be taken out before you have a chance to take another swing. Instead, use repeated quick Melee strikes to down enemies at close range.



Try to attack with the Wretch at the same time as your teammates. Fighting alone with the Wretch is inadvisable. Note that the Wretch's scream penetrates cover, so you can hide out on the opposite side of cover and safely stun nearby COG forces.



# SAVAGE DRONE

The basic trooper of the first tier beasts, the Drone is equipped with a Retro Lancer. It otherwise plays identically to a normal COG trooper. Drones are more expensive than other first-tier choices. Try to avoid dying if you use one in the early rounds to build up a good cash reservoir. The Savage Drone remains useful into the middle waves. You can take out sentries, turrets, and even the Silverback with patience and cover. Because the Savage Drone can mantle over low cover, you can often bypass barriers, allowing you to get into range to take down COG forces.



All Beast forces have infinite ammo. As a result, you can be aggressive with the Retro Lancer without fear of running low on ammunition. Spray away! It's still a good idea to fire more carefully when you try to hit a distant target, but you can take down fixed defenses and still be able to fight any COG forces in the area. You can consider the Savage Drone a baseline Beast troop; it's effective, reasonably inexpensive, and comfortable to use.



# BLOODMOUNT

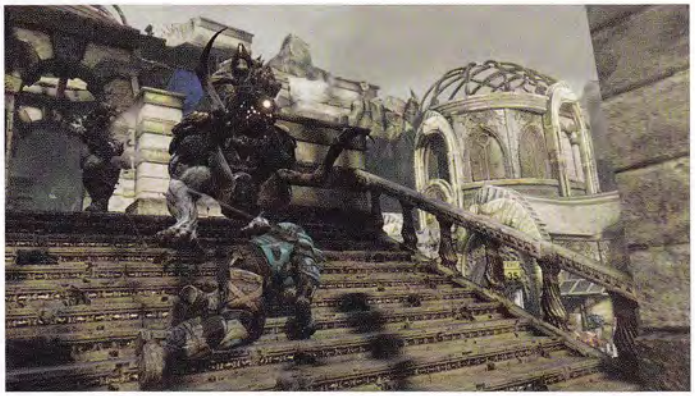
The Bloodmount is an unusual Beast. It comes with an armed Beast Rider Locust mounted atop it, but you control the mount, not the rider. You can attack enemies or their fortifications with a powerful melee strike. You can also call out targets for your rider by marking them. Any marked target becomes the focus for all of your rider's fire. Whenever you can, be sure to pick out enemy targets that are exposed. Your rider isn't accurate enough to dispatch enemies behind hard cover at long range.



**CALL THE SHOT**

*Remember, when you play as the Bloodmount, you control the beast, not the rider. You can mark targets only for the rider, and you cannot rely on his ranged fire to inflict heavy damage. If you want to play a ranged fighter, pick the Savage Drone, Savage Grenadier, Boomer, or Savage Boomer, not the Bloodmount. Think of the Bloodmount as a fast melee fighter that can destroy fortifications and mantle past barriers, not as a ranged Beast with an optional melee attack!*

The Bloodmount works best by supporting other 'core' Beast team members. You can assault fortifications well, but you lack the direct firepower to engage in effective ranged combat. You also make a good distraction when you play the Bloodmount, as it has good movement speed, and you can duck in and out of cover, drawing fire for your teammates. This is especially effective if you have a Kantus nearby to heal any incidental damage you take. The Bloodmount can mantle low cover, so it's possible to break into a base early. Be wary of doing this alone, as you can be taken out easily if you're caught unsupported.



# MAULER

The Mauler is the first heavy siege-breaker unit for the Beast forces. Unlocked in the second tier of units, the Mauler is equipped with a Boomshield and a powerful explosive flail. The flail causes a huge explosion when it impacts the ground, killing weaker enemy forces instantly and dealing heavy damage to enemy fortifications in a wide area.

Use cover and the Boomshield to get into range of enemy fortifications. Then pound them into dust with your flail. Be wary of pushing toward a heavily defended position with your Boomshield raised unless you have friendly backup. The shield blocks most shots, but not all. If you go for a flail swing when you're already the focus of enemy fire, you are usually exposed long enough to be killed. The flail's explosive strike can damage enemies and fortifications directly through cover. So, if you can get behind hard cover with targets in range, you can deal damage without presenting yourself as a target.

The Mauler works extremely well with a Kantus providing support. It has enough health to take advantage of the heal, particularly with the Boomshield blocking a decent portion of damage at all times, even when it isn't raised. Be sure to have one or more of your team members playing a Mauler in the middle rounds. They are vital for quickly destroying fortifications and blazing a trail for the rest of the Locust forces to follow.





## BUTCHER

The Butcher is a fat and brutal melee combatant. His cleaver can down COG forces quickly, but he is a cumbersome, easy target for them. Despite his bulk, the Butcher can mantle over obstructions. So, on some maps, you may be able to bypass walls and reach the tasty fleshy targets beyond them.

The Butcher also works well as a distraction for other first-tier forces, but be sure they're nearby before you start a charge. Rushing a heavily defended position too quickly is guaranteed to get you killed before you reach them or your teammates take them out. Coordinate your assault with other first-tier Locust forces so you can provide a useful distraction.





Because the Butcher is melee only and not especially fast, he is often taken down before he gets into melee range, which can be frustrating. If you *do* get into melee range, no low-level COG forces can withstand the cleaver, and you can reap a bloody harvest. The Butcher fades in effectiveness quickly in the later rounds, when the Mauler and other higher-tier melee troops hit the field.

# SECOND TIER



## KANTUS

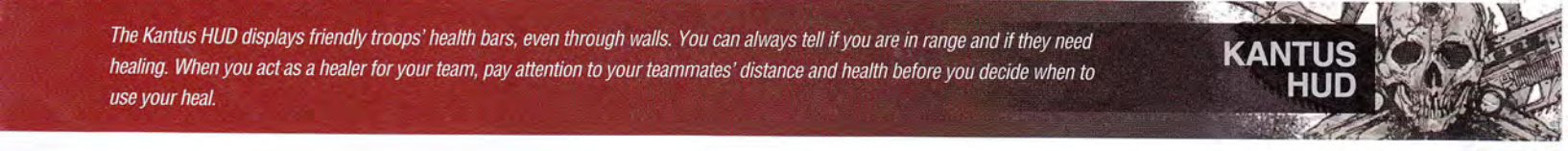
The Kantus is the most vital support class of all Beast options. It's also the only healer until you unlock the Armored Kantus in the later rounds. The Kantus can heal certain Beast allies with a scream. However, it's extremely vulnerable during this process, being frozen in place and inviting COG fire with its cry. Kantus cannot heal each other, the Berserker, and other select beasts.



The Kantus comes armed with a Gorgon SMG and a single Ink Grenade. Be sure to use the Ink Grenade early so that a second one regenerates more quickly. The Kantus has an evasive roll, but it cannot take cover. Be sure to keep your distance from COG forces when you act as a healer for your team. It's preferable to do this with a large wall between you and the enemy—your scream can heal friendly forces some distance away.

The Kantus is a vital team member. Once you unlock it, at least one teammate should play as a Kantus at all times. The Kantus, combined with the Mauler in tier two, is the backbone of the early rounds. Plus, the Kantus remains useful all the way into the late rounds, thanks to its ability to heal and to use Ink Grenades to take down turret operators or Silverback pilots.

*The Kantus HUD displays friendly troops' health bars, even through walls. You can always tell if you are in range and if they need healing. When you act as a healer for your team, pay attention to your teammates' distance and health before you decide when to use your heal.*



# THIRD TIER

## SERAPEDE

The Serapede is one of the strangest Beasts, a mutant centipede with an armored shell and a shocking electric bite. The Serapede is nearly immune to damage anywhere except for its exposed and glowing tail. If you keep your tail behind hard cover, you can march into gunfire without worry. The Serapede's bite is most useful against fleshy targets—it is poor at breaking fortifications.



If possible, try to sneak through a high-level barrier by baiting a COG trooper into coming near it while your tail is out of range. When the barrier drops, you can get inside the base and proceed to assassinate as many targets as possible. You can occasionally use the Serapede as a 'tank' of sorts to draw fire for your teammates. However, remember that because the Serapede has a very low profile, not all COG forces can see you from anywhere in a given base.

If you can't get past a barrier and into the COG base, the Serapede is very ineffective. Be sure to either follow a fellow Beast that *can* break fortifications, or locate a high-level barrier with a nearby COG trooper that you can trick into opening a path for you.

## CORPSER

The 'mini' Corpser is still a lethal force on the battlefield, retaining its larger brethren's ability to burrow into the ground and avoid damage. It also boasts a massive, multi-limbed ground crush.

You can burrow into the ground when you play the Corpser. While you're burrowed, you regenerate health. This is the only Beast that can recover health naturally. Emerging from the ground with a COG trooper above you causes cringing, which can stun nearby troops for your teammates to engage. Take advantage of the abilities to block shots and to burrow and regenerate by acting as a tank for your team. You can distract a lot of COG forces, as you are a large and visible target. You also have the tools to avoid or recover from damage, giving your teammates time to get into position.

Despite its appearance, the Corpser's ground smash is not a great attack against fortifications. Save it for when you get into range of COG troops. It delivers damage to an area, so smashing clustered COG forces works well. Remember that you can mark targets while you're burrowed. Use this to call out dangerous targets while you regenerate your health.





## SAVAGE GRENADIER

The Savage Grenadier is armed with a Gnasher and a single Frag Grenade. Because ammo regenerates for Beast troops, this makes the Savage Grenadier a true grenadier. You can repeatedly lob Frag Grenades at COG forces. The Gnasher is more problematic. Getting close enough to deal damage with it is always risky, though it certainly does the job once you are within range.

Save your Frag Grenade for the most dangerous targets, particularly the Silverback, turrets, and sentries, in that order. Once you deal with those threats, you can use your Frags on any remaining COG troops. Try to use a grenade very early as you approach the COG base, so a second one regenerates by the time you get closer. A single Frag tag can take down a Hero instantly, though getting into range to land the tag is always risky.

Due to the Gnasher's short effective range, the Savage Grenadier can actually be a worse option than the basic Savage Drone in some situations. However, you can usually use the Frag Grenade to hit targets for which you would otherwise need the Retro Lancer. The Savage Grenadier typically does well in the middle rounds. It's a good option if you want some explosive firepower without dropping the cash for a Boomer.



### REVIVE ME!

*Savage Drones and Savage Grenadiers can revive one another. No other Beast forces can perform a revive, though a Kantus can heal them if they are downed. As a result, the power of the Drone and Grenadier increases if you have more of them on your team working on concert. If you decide to do a Grenadier push, try to have at least one other Drone or Grenadier back you up so you can squeeze in a revive or two!*



## BOOMER

The Boomer is your first real power monster. An infinite-ammo Boomshot is a serious threat, although both the reload and the ammo regeneration are slow. On almost all maps, you can keep your distance and simply shell the COG base. Even if you don't kill COG troops, the fortification damage is usually enough to keep the timer stalled...or in the positive!

Two Boomers can work in concert to down Heroes from a distance. The one first downs, and the second one kills. Boomers are powerful and valuable, so don't throw away your life if you drop the cash for one. Stay behind cover, let the other Locust forces get into close range, and continuously lob Boomshot fire into the COG base. From the midgame all the way to the endgame, Boomers are a strong option. Try to have one or two on your team at all times in the later waves.



# FINAL TIER

## BERSERKER

The mighty Berserker requires little explanation. A manifestation of rage, she is the most powerful of all Locust forces, and can usually rip through an entire wave almost singlehandedly. The Berserker does have a few downsides. A very high cost and late availability render her unusable in the early waves, barring many failures. Her vision is impaired, causing an intense blurring on your long-range vision. Use Tac-Com and friendly unit spotting to guide you to your targets—once you're in range, little can stop you. Her only in-combat vulnerability is fire, and only a few opponents use Scorchers, notably some of the Onyx Guard. This renders the Berserker nearly unstoppable once it's deployed.

Save your cash to use the Berserker in the last round. Or, if you can manage it, have multiple players use the Berserker in the last two to three rounds. Doing so can make completing a Beast session a breeze.



The Berserker's standard attack smashes the ground near her, instantly downing any COG Hero caught in range, and dispatching any non-Hero unit or downed Hero. Holding the Roadie Run button causes the Berserker to charge forward in an enraged rampage, crushing any COG forces and fortifications in her path. Even laser barriers cannot stop the Berserker, and you can charge through turrets and sentries as well. The charge stops once you hit a wall or other immovable object, causing a momentary recoil. As the charge takes a second to pick up speed, don't use it in close-quarters combat. The smash is more effective in those situations.

# ARMORED KANTUS

The Armored Kantus is a late-game upgrade to the Kantus. Equipped with a powerful suit of armor, this Kantus is nearly immune to small arms fire, and it can join the fight against enemies in the later rounds. The Armored Kantus can still heal allies, just like the regular Kantus. It trades out Ink Grenades for dual Gorgon SMGs and the ability to do a combat roll that inflicts heavy damage to infantry. The Armored Kantus' twin SMGs are also powerful anti-personnel weapons, and you can down infantry at short range very easily.

There's one catch to playing the Armored Kantus. While it is both armored and has greater close-range damage potential than the Kantus, you run the risk of playing too much offense and not doing enough healing if you focus on its attack capabilities. Don't forget that you may be the only person on your team who can heal! As a rule, don't take the Armored Kantus if you only want to heal—the Kantus can do the same job for less cash. Take the Armored version instead if you know you must be exposed to incoming fire in order to heal, or if you want to provide a mix of combat support and healing for your team.



# SAVAGE BOOMER

The Savage Boomer is armed with a Digger Launcher, has more health, and reloads ammunition more quickly than its standard counterpart. As a result, the Savage Boomer is almost a direct upgrade for the Boomer. Once you can afford it, replace the Boomers on your team with Savage Boomers.

However, a few points are worth noting. While the Digger is just as powerful as the Boomshot, and you get to reload more quickly, it purposefully detonates on fortifications, guaranteeing most shots to add time to the clock and giving you better accuracy at range. To ensure hits, launch the Digger into the air toward your target so it has minimal travel time in the ground.

The Digger actually has very good range if you launch it far into the air and line it up well. It travels in a straight line for a good distance. So, while you can't quite shell a base from long range like the Boomer, you can still easily keep your distance and provide suppressive explosive support, just like the Boomer can. Nailing a direct hit on a Hero with the Digger is an insta-kill!



# MULTIPLAYER MAPS

*This guide contains two maps for each multiplayer level. The first shows all player spawns in regular Versus modes, as well as Wingman and King of the Hill spawns. This map also shows King of the Hill control points, and all weapons, including their weapon cycles.*

*The second map shows all fortifications for Horde and Beast modes. Note that in Horde mode, these are possible locations where you can build fortifications. Conversely, in Beast mode, the Control Points are areas where enemy COG forces may deploy and set up their fortifications.*





## WEAPON CYCLES

*On the maps contained in this chapter, we represent cycling weapon pickups with two weapons next to each other separated by a double-sided arrow (↔). The weapon shown to the left of the double-sided arrow appears during the first match. The weapon shown to the right of the double-sided arrow appears in that same location during the second match. After that, the weapon cycles simply toggle back and forth during subsequent matches.*



# CHECKOUT






**WINGMAN/KOTH SPAWN POINTS**

On all multiplayer maps, Wingman spawn points ( ) also serve as supplemental King of the Hill spawn points.

## VERSUS

*The remains of an old supermarket are the stage for battles on this map. Long aisles on the map's east and west sides create linear lines of fire. The center is split into a northern photo booth and the southern checkout lanes.*

*The northern photo booth area sees a lot of action. Be very careful about spending too much time in that area unsupported, as it comes under constant attack. The southern checkout area has a raised platform with excellent line of sight over the map's center. Because a power weapon spawns near the platform, controlling it is important, but be aware that you are a priority target if you try to hold the area.*

## HORDE

### COMMAND POST 1 SOUTH, CHECKOUT

This position is all about controlling the grenade platform and fending off the assault from the east, west, and north. The western side has a turret to help hold the lines, while the east has a decoy to aid with distracting incoming enemies. If the enemy breaks through, a turret and a sentry are back in the 'base' behind the checkout lines. However, getting trapped in that area is extremely dangerous, so consider retreating to the east or west instead, if necessary.

The grenade platform is a strong defensive position, but you need to have teammates cover the east side, as the turret on the west makes the eastern side is more vulnerable.

## COMMAND POST 2 NORTH, PHOTO CENTER

The east side has a pair of turrets, the west side a pair of sentries. The outer western sentry has good line of sight to most enemies in the west and southwest. The eastern turret, despite its off-center position, is still useful for covering the midfield and even parts of the western approach to the counter. Be wary of getting overwhelmed on the western side, as the turret can usually fend off most enemies on the east.

You should deal with Tickers and Savage Boomers swiftly, as the Digger is very dangerous to your team in this Command Post's cramped confines. A few sets of walls and an inner sentry and turret can act as a fallback if the outer defenses are compromised. But be ready to retreat from this Command Post entirely if necessary, as there is very little room to evade in the interior.

## COMMAND POST 3 CENTER

We don't recommend this Command Post unless you're looking for a very tough fight. Your team is vulnerable to assault from all sides, and forming any sort of concentrated defense is difficult. Rather than holding this point exclusively, you can instead use it as assistance for the northern point, employing the extra fortifications to help in holding that position.

## COMMAND POST 4 EAST, HOME GOODS SPAWN

A turret in the southeast is matched by the sentry in the northeast. Four walls are here, one in the north guarding the pistol bathroom: not a particularly good defensive position. The other three guard a fallback turret next to the Command Post flag in the far east.

Take advantage of the well-placed southern turret, and upgrade it fully. Be sure to repair it each round. Then upgrade the northern sentry before you worry about the walls or the eastern fallback turret. Use the Hammerburst to take advantage of the long sightlines here, picking off enemies before they can get close. Be sure to have an extra player in the north aisle, as the southern turret does not have line of sight to the photo booth area.

## COMMAND POST 5 WEST, PHARMACY SPAWN

This post is largely a mirror of the eastern point, with a notable exception: it's better! The two turrets here are positioned perfectly on the spawn's north and south sides, with the sentry gun back inside the base. Consequently, you can reap a bloody harvest on incoming Horde forces with the well-positioned turrets. Just be prepared to retreat from your base toward the checkout lanes or photo booth spawn if you are overrun.




**BEAST MODE MAPS**

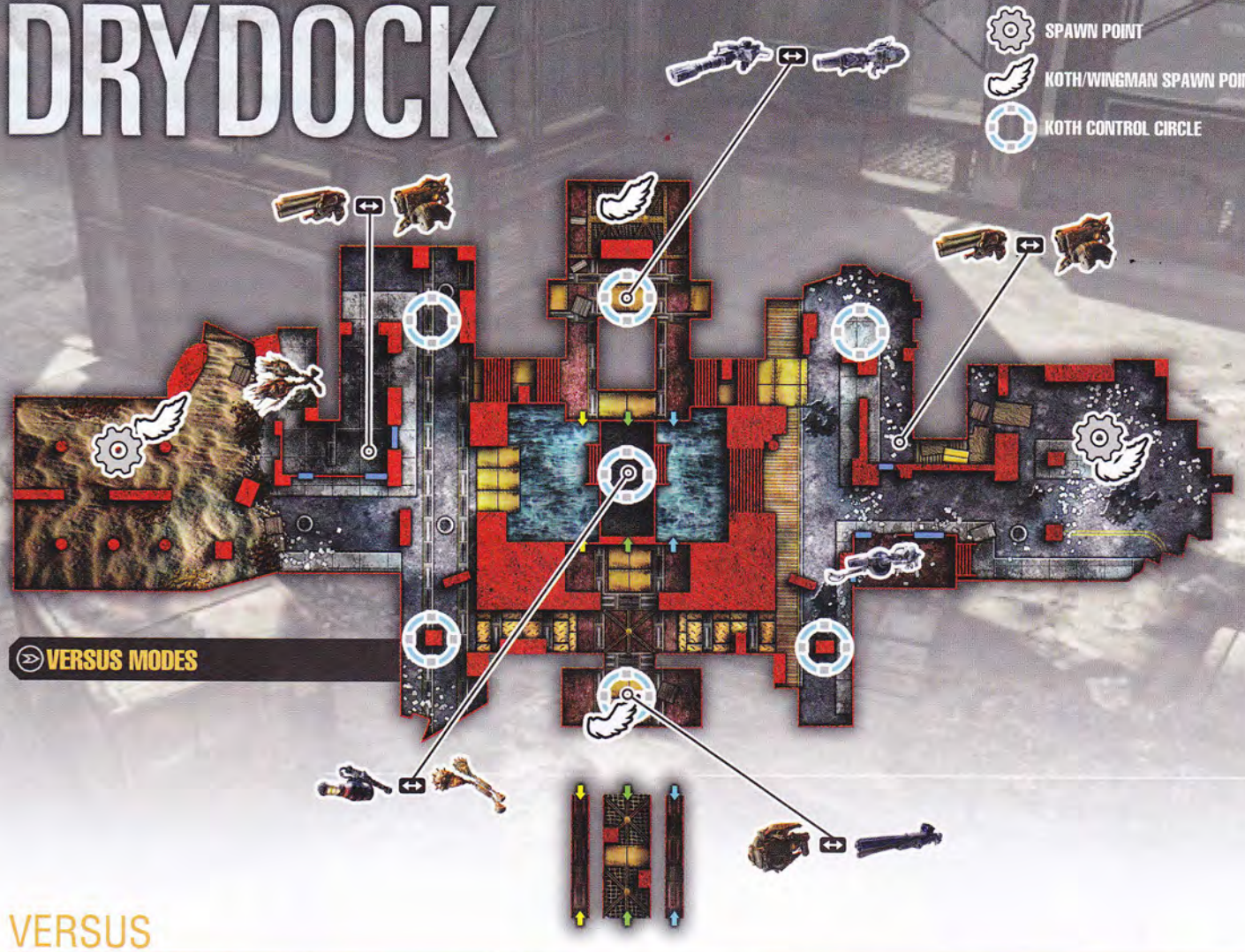
**In Beast mode, the fortifications that your COG enemies can build vary from the ones you can build when you play Horde mode. Visit *bradygames.com* to download our Beast mode maps!**

# BEAST

Barriers block the east and west spawns. Use a Naked Ticker to clear the path immediately. Turrets on this level are extremely dangerous due to long lines of sight. Shoot them from a distance with Savage Drones in early rounds. Or use a Kantus Ink Grenade or Mauler to block for you.

Thanks to the chokepoints created in the shopping lanes, the Mauler/Kantus combo is especially powerful here. You can block almost all incoming fire while your team moves up behind the Boomshield blocker. Wild Tickers can chew on defenses easily, as the shelves provide good cover for you. The same is true for the Serapede later; it can take advantage of the high cover to get close to the COG base.

# DRYDOCK




## VERSUS

*Set in a rusted-out shipyard, the remnants of a massive ship form this map's center. This level's central portion is elevated, making it a key location and a constant battleground. Two ramps lead up to the ship, a narrow one in the north, and a broader ramp in the south. Meanwhile, the central open area allows you to pass underneath the raised deck above. Both the north and south ends of the ship have power weapons. If you or your team are kicked off the ship, secondary weapons are available in both the east and west spawn areas.*

*If you aren't controlling the center, you can try to bait enemies to come down into the side areas and face you. It's possible to mantle out onto the I-beams that run north-south across the ship. By doing so on the opposite side from your enemy's spawn, you can travel from one side to the other without exposing yourself to fire. This also hides your movement, which is useful if you're trying to flank down one of the ramps.*

## HORDE

### COMMAND POST 1 EAST, CARGO SPAWN

A southern turret and a northern decoy provide your front line defenses, while another turret back in the east serves as a fallback position. The two sentries near the middle of the street are mostly supplementary defense. They can help put fire on targets that the turret isn't attacking. Keep one double team covering the turret and the southern ramp, while everyone else deals with the center and northern assaults, swinging south if it's pressured.

### COMMAND POST 2 NORTH, BANNER

A very defensible position, the elevation, narrow chokepoints, and easy-to-use barriers make for easy defense. Two sentries are on the top of the narrow east and west ramps, and a turret protects the western side of the base itself. This can be quite effective if you keep the barriers in good repair.

This location's downside is that, if you are overrun, getting out safely without losing the entire base to a single Mauler is problematic. Try to put out fires before they reach the base itself. You can use the narrow beam shortcuts to the south to cross and pick up weapons, or even use the other control point.

## COMMAND POST 3 SOUTH, ANCHOR

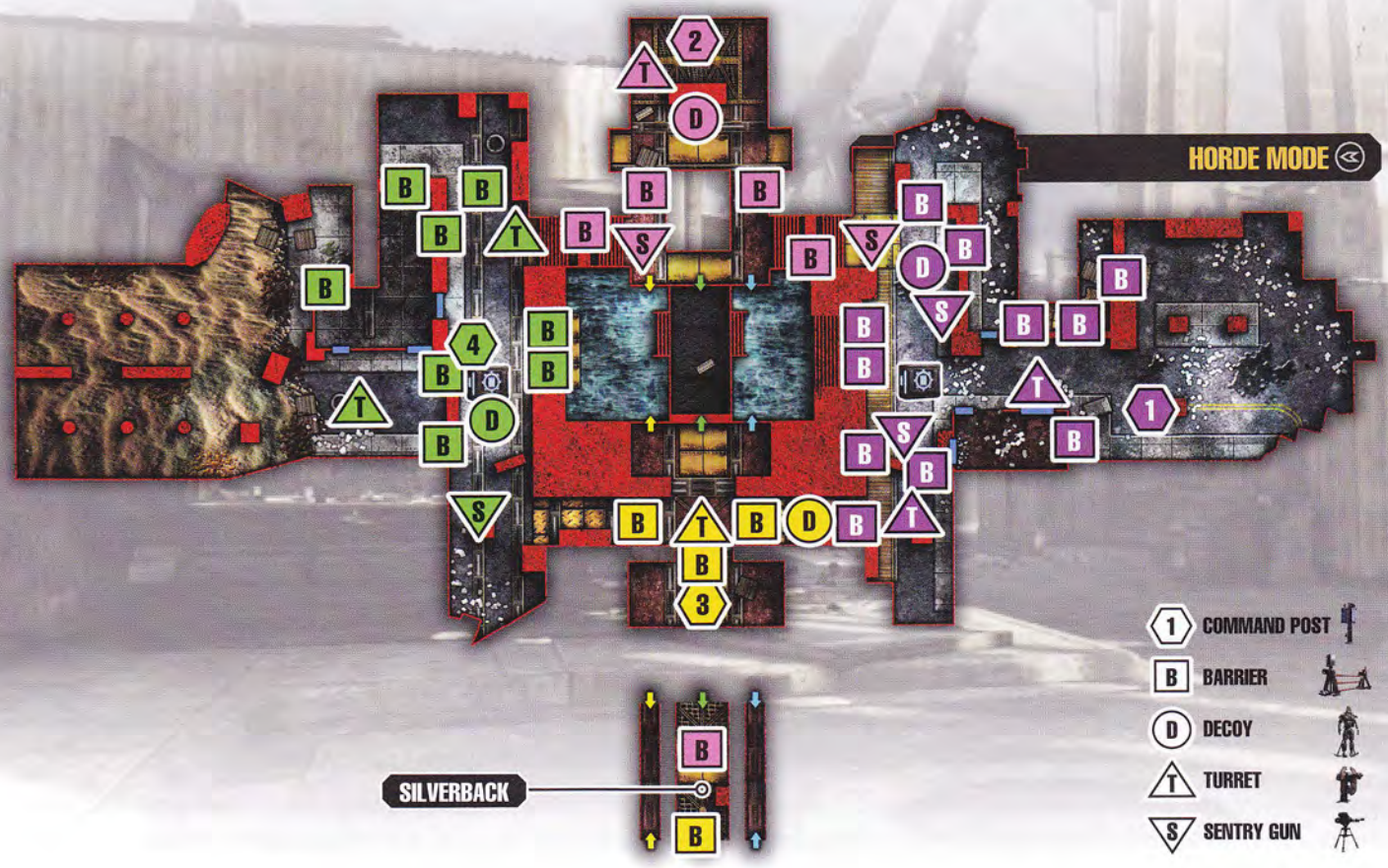
With an elevated position, a centrally located turret, a decoy, and well-placed walls, this is an excellent defensive position. The turret doesn't have the raw offensive power of some other locations, but it does provide an excellent last-second defense against enemies attempting to reach the Command Post itself.

Station your forces on the centrally located catwalk so that you can fire down on the Locust as they approach from the east and west. With quick response time, you can down most of their forces before they get anywhere near the ramps. Be sure to communicate if someone needs to get back on the turret and protect one of the ramps from an attacker—the east side has a decoy to buy some time, but the west does not.

## COMMAND POST 4 WEST, PIER SPAWN

Two turrets here provide coverage of both the north and south ramps, leaving the remaining players to cover the center approach and provide backup for the turrets. A single sentry to the south provides double coverage for the southern ramp approach.

Be wary of forces spawning behind you; they tend to attack the rear turret. There are quite a few walls here. Don't upgrade the rear walls until the two blocking off the center path are upgraded.

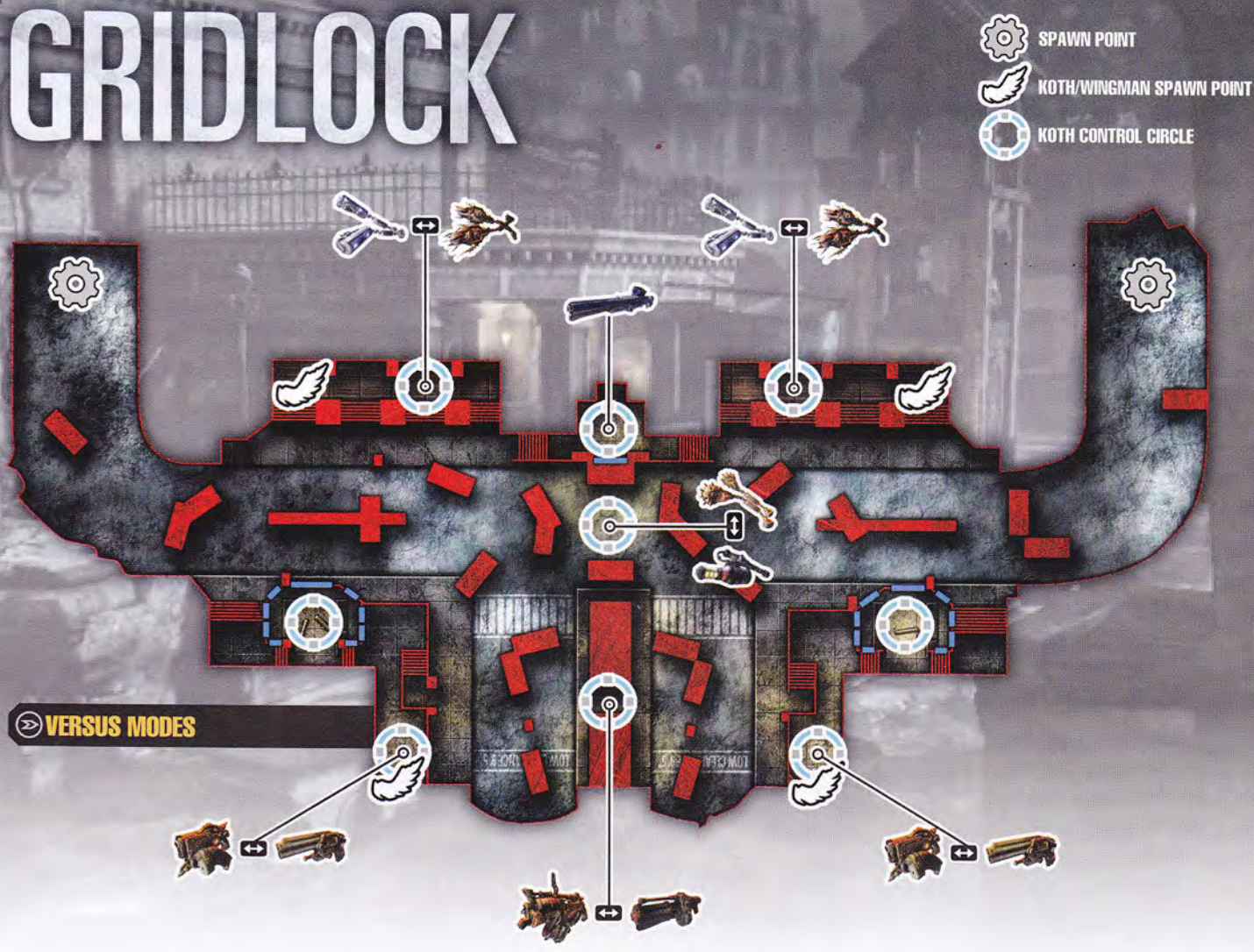



# BEAST

The route through the center of the map is dangerous due to exposure. You must clear multiple barriers to make it through safely. Both the north and south ramps are tricky to approach. They give the COG forces elevation and good line of sight on the way up. Use a mix of distraction and direct assault to make the initial breakthrough. Maulers and Boomers are critical in later waves to penetrate the defenses.

Beware of Silverbacks out in the open on this level. They can tear your team to shreds if you leave them unopposed. Have a grenade from a Kantus or Savage Grenadier ready for them. In the worst case scenario, use multiple Savage Drones and simply pick it apart from a distance with your Retro Lancers.

# GRIDLOCK




## VERSUS

*A classic makes its return. The burned out remnants of a street and a few ruined buildings make up this battlefield. With power weapons spawns in the northern boardwalk building and beneath the bell tower to the south, you must choose which area to contest at the beginning of each round.*

*If possible, avoid moving in the street without covering fire. You're exposed to enemies in any of the surrounding buildings, though there's ample cover among the ruined cars if you can move quickly. Practice your cover sliding and bouncing—you can traverse the streets here extremely quickly with practice.*

## HORDE

### COMMAND POST 1 NORTHEAST, FREEWAY SPAWN

Two turrets and a decoy make this an excellent defensive position. The turrets can help you mow down almost any Horde forces that approach the base. The sentry gun here isn't especially useful, as the wrecked cars block most of its line of sight. Stay mobile—you can use the elevated areas to provide cover for the street. You don't need to stay in the street; just keep the turrets manned and protect the decoy.

### COMMAND POST 2 SOUTHEAST, RESTAURANT

A rear turret provides good fallback coverage, but this position's real strength is the elevation that the restaurant building itself provides. Position at least two players in this upper area, and they have great line of sight to the street for marking—and killing—targets.

The decoy on the street level works well in concert with the turret and the nearby walls. They distract incoming Locust long enough to mow them down either from the overwatch in the restaurant, or with the fallback turret. This is a very nice defensive position. Give it a try when you make a serious run on this map.

## COMMAND POST 3 CENTER, BOARDWALK

This is the toughest defensive position on this map. Don't take this Command Post unless you want a tough fight. A turret is at the base of the east steps, and a sentry is on the west, but both have line of sight issues. The cramped interior up the stairs makes a very bad place to get stuck if enemies intrude. On top of that, the line of sight from inside the Command Post is limited. This means you need to take up positions in the streets to eliminate incoming forces before they get too close to the Command Post itself.

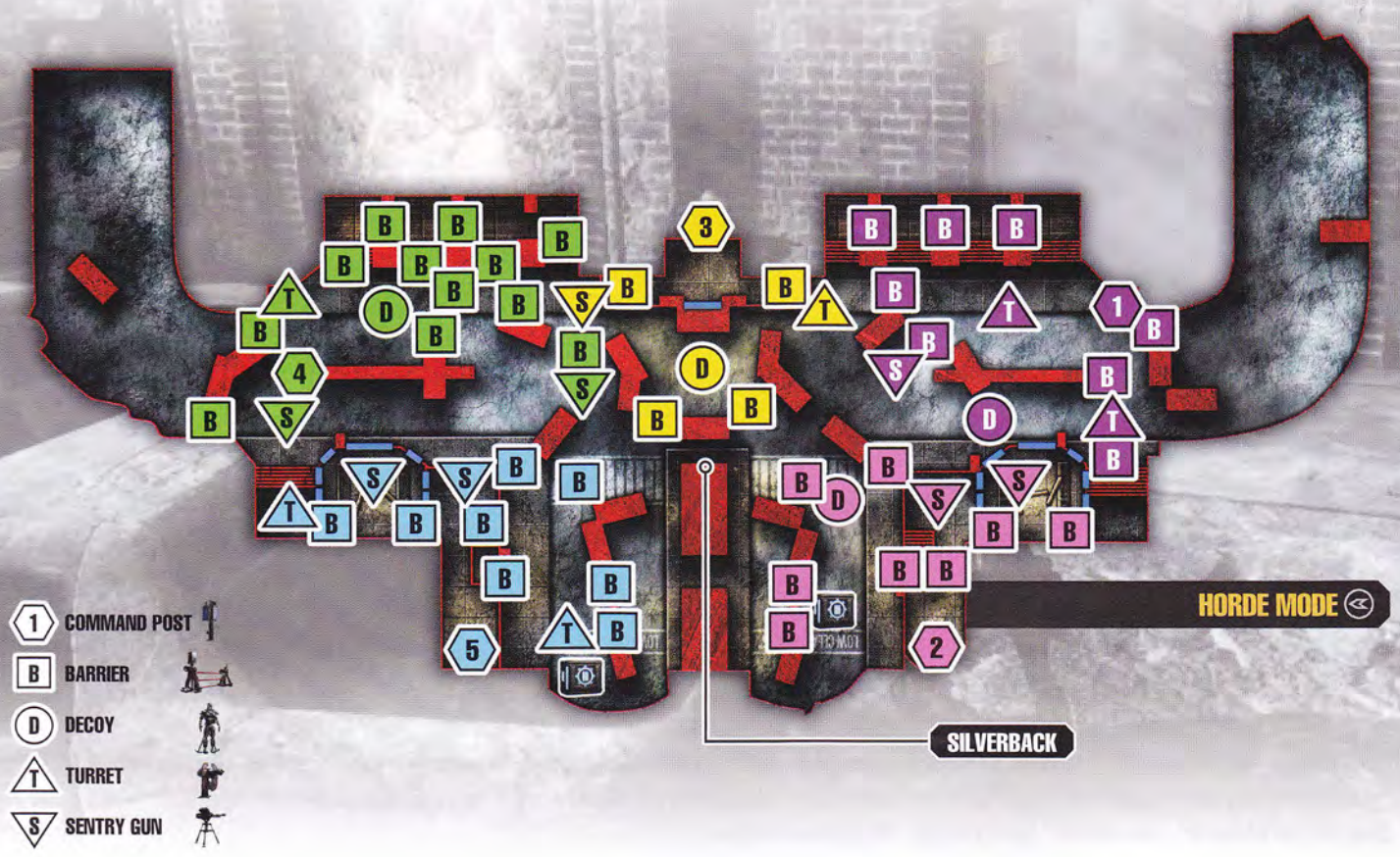
## COMMAND POST 4 WEST, STREET

This street-level position has a turret, a decoy, and a sentry all in close proximity to one another. The seemingly oddly placed rear walls are occasionally useful, as enemy forces can appear at the rear spawn, behind your position if you concentrate on the east—be sure to check back there occasionally.

As with the normal bank position, be sure to keep a few players up in the bank itself to provide overwatch on the center of the street. You don't want enemy forces to get up into the building and come down the stairs toward the turret and sentry while you're being pushed from the east at the same time.

## COMMAND POST 5 SOUTHWEST, BANK

Double turrets here, but the western turret is in the bank's stairwell, giving it very limited line of sight. The right street turret is more effective. But without a decoy, it tends to come under much heavier fire. Try to support the street-level turret with good overwatch from above, and save the western turret for last-minute rushes. Don't try to upgrade all of the walls. You're unlikely to keep them all standing until your other defenses are well established.



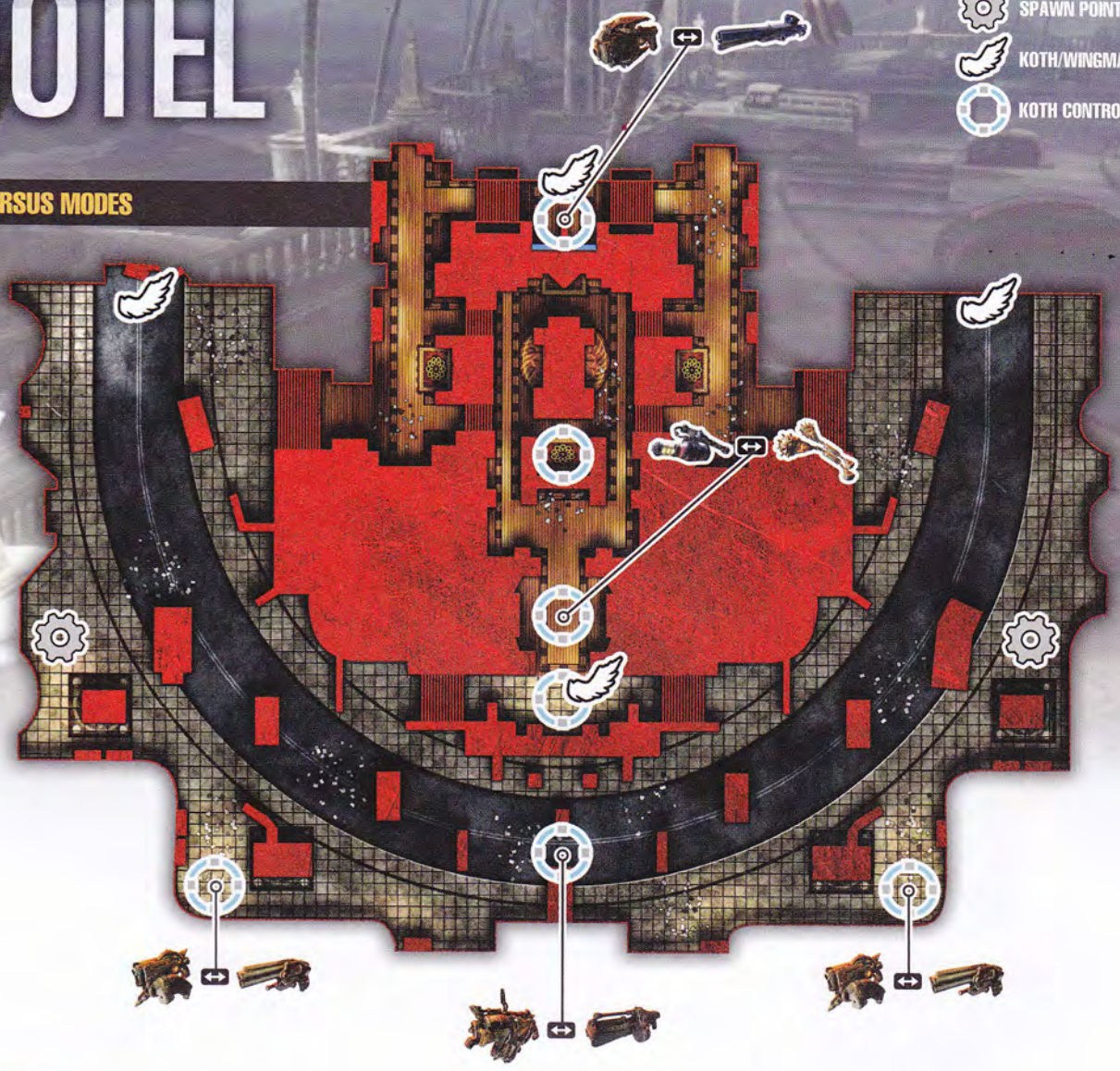

# BEAST

The distance from your starting spawns to the COG bases is a hike. When the round starts, start running immediately—you need to engage as quickly as possible. Avoid suicidal tactics on this map if possible. The long walk can run down the timer for your team. The wrecked cars provide abundant cover. If you're playing a support Beast, take advantage of it. The Serapede in particular can easily hide its tail behind cars.

The Kantus shines on this map, as there is plenty of cover. This makes it easy to heal your team safely. The Ink grenades are very effective at dispatching targets in the small rooms or behind cars. You probably won't need Wild Tickers in the early rounds; there are plenty of ways around the defenses. The Mauler can deal a lot of damage here. Its flail can smash through cars to damage enemies on the other side. The Mauler can also inflict a lot of damage on this map. Its ability to bypass cover lets you smash COG forces on the other side of cars.

# HOTEL






## VERSUS

*Hotel is almost two discreet maps. The hotel's interior is largely separated from the street outside, so it's possible to have two running firefights with little crossover. Power weapons appear both inside and outside the building, so your only decision should be which your team prefers: precision inside with the Longshot and Torque Bow, or explosives outside with the Boomshot and Digger.*

*A team can hole up inside the hotel and establish a defensive perimeter with grenades. So, if you're assaulting it, be sure to use Smoke Grenades to clear out any proximity bombs before you charge inside. It's also important to hit the inside from multiple directions at once whenever you can. Split your team and tackle two entrances at once.*

*If you're defending the interior, be aware that you're ceding control of the Boomshot or Digger to the enemy team. Expect to be hit, possibly by grenades as well, depending on whether your team holds down the front entrance.*

## HORDE

### COMMAND POST 1 SOUTHWEST, APC SPAWN SIDE

Just a single turret and two sentries on this side, though the turret is in a decent location. This side has almost as many walls as the southeast point. And just like the other point, you need to be very selective about which barriers you bother to upgrade. Be sure to position someone to watch the hotel's western entrance, as the turret doesn't have great coverage thanks to obstructions in its view.

## COMMAND POST 3 SOUTHEAST, GARDEN SPAWN SIDE

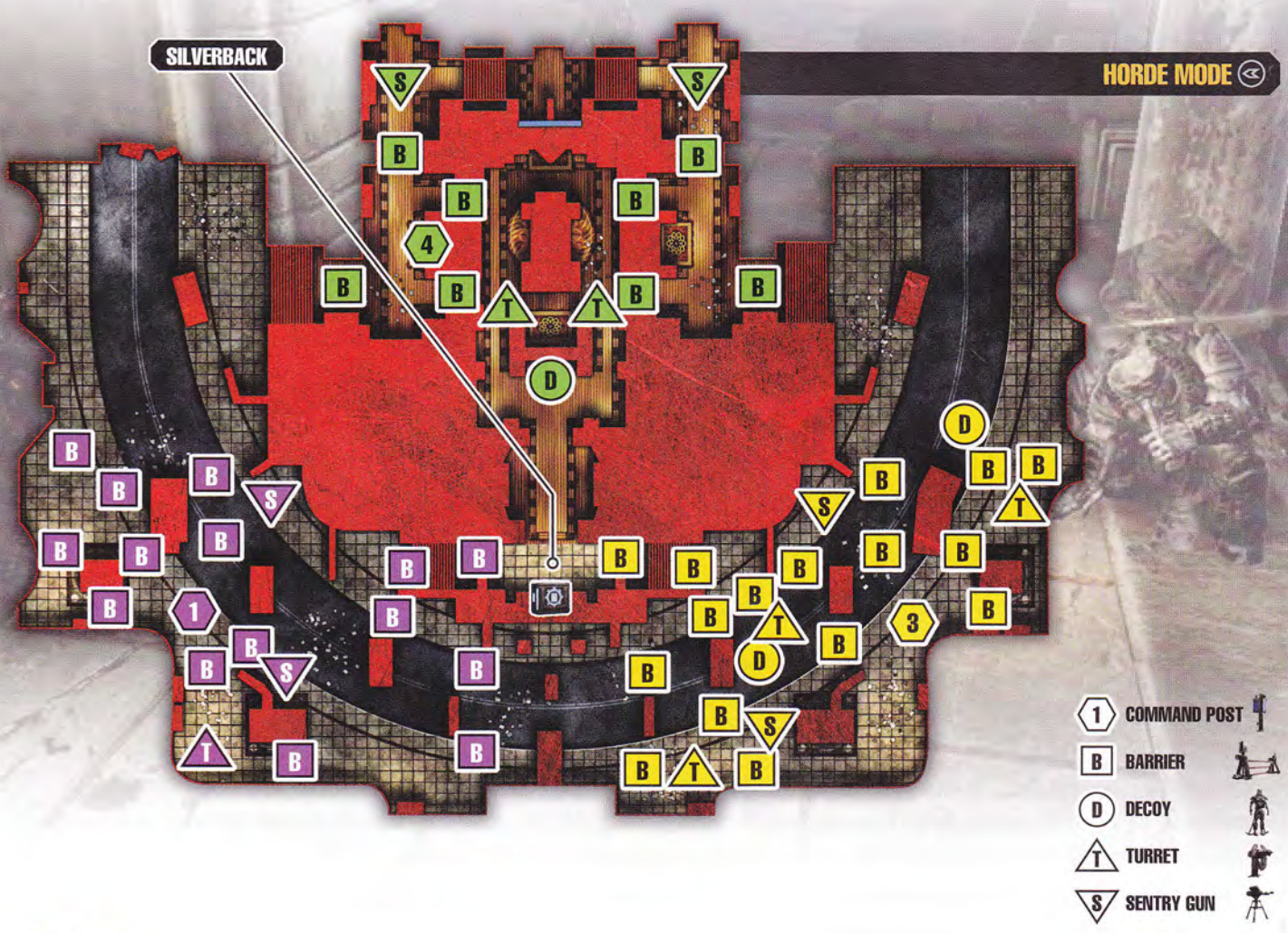
This outer area is distressingly exposed, but it does have a wealth of defensive emplacements: three turrets, two sentries, a decoy, and a *ton* of potential wall emplacements. Concentrate on the turrets first, particularly the southern one, which has line of sight to the southern hotel doors, and the northeast one, which can cover the eastern hotel doors.

Once those are online, you can either get the third turret going or focus on the decoy and the two sentries. Don't even try to upgrade all of the walls. Instead, focus on the outermost walls, especially the ones closest to the hotel doors and the front of the hotel leading west.

## COMMAND POST 4 NORTH, LOBBY

One of the stronger Horde defensive positions. This interior Command Post has a single turret with excellent coverage, two sentries to cover the hallways and rear elevator spawns, and a perfectly placed frontal decoy to draw incoming fire.

The only serious problem with defending the hotel is that dangerous boss waves or large enemies that penetrate the perimeter can cause problems, as your turret gunner is forced from his position. Be sure to upgrade the turret first, then the decoy, and follow up with crucial barrier locations and sentries to cap off your defenses.

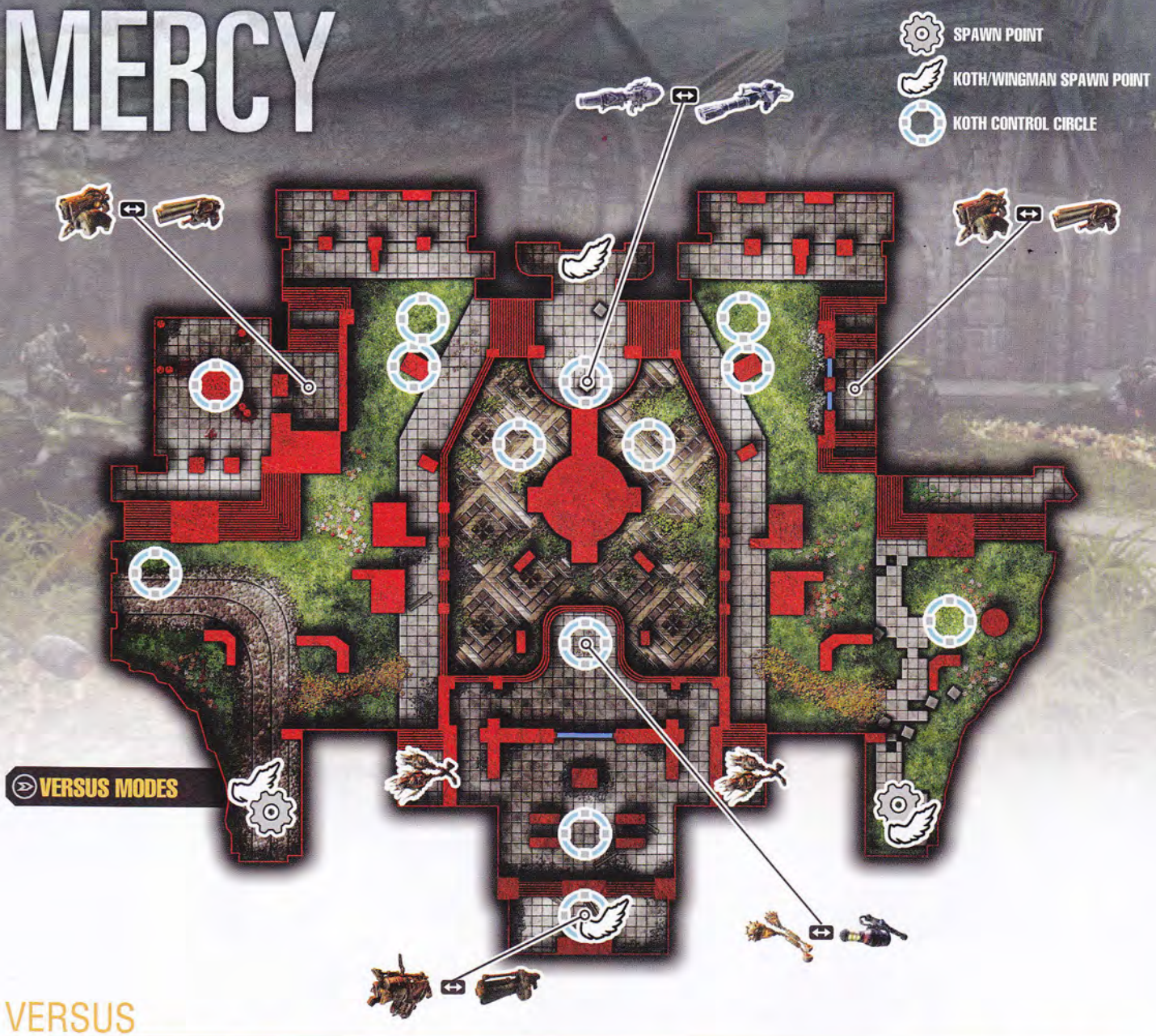



# BEAST

The open streets outside the hotel are rough. Turrets out in the open enjoy lots of clear sightlines. And perish the thought of a possible Silverback.

Try to approach the outer COG bases by moving through the hotel or using the front steps. This should provide at least some cover for your assault. You need grenades as soon as possible to deal with this map's turrets. Approaching them is too dangerous if the COG base is outdoors. Use the Kantus' and Savage Grenadier's grenades, as well as the Boomer to remove turret threats. This should help your other forces get within striking distance of the COG.

# MERCY




## VERSUS

*The overgrown remains of a beautiful church and its environs, Mercy is a large and open level. There are two key locations on this level, the first being the northern balcony that covers the entire courtyard; it features either the Mortar or the Oneshot. The second is the bombed-out church to the south, which contains the Digger or Boomshot. The church roof is open to Mortar fire, so be careful of your position if you know the Mortar is active.*

*The northwestern cellar provides limited cover from enemies on overwatch at the balcony, as does the northeastern bell tower. The center courtyard is a killing ground—try to avoid moving through it as much as possible.*

## HORDE

### COMMAND POST 1 SOUTH, SANCTUARY

This southern post has an ill-placed sentry within the church pews, and a single turret and decoy out in front. Many wall emplacements create an arc from the east to the west around the center courtyard, but maintaining them all is very impractical.

Focus your money on the turret and a few key walls at the entrances to the east and west. Then save up your money for repairs and the Silverback, if it's unlocked. The lines of sight to the east and west are quite poor because of the arms of the church. Be prepared to move out into an exposed position to get a good line of fire onto incoming enemies. Stay alert and warn your teammates of dangerous enemies attempting to flank.

## COMMAND POST 3 SOUTHEAST, SEASIDE SPAWN

The two turrets and two sentries here provide good coverage of both the south center and the north center. However, both are fairly exposed to incoming fire, so prioritizing dangerous targets and taking them down quickly is important. The lines of sight for friendlies not on a turret are rather awkward. Foliage obscures many sightlines, so be prepared to fire even if you don't have a clean shot. After the turrets are active, set up the decoy to draw fire when enemies get into close range. Boss waves can be challenging, as there is little blocking terrain to funnel them. This means you can be hit from any number of directions. Be ready to use the southern church as a fallback if you need to retreat. Or send someone north to pick up the power weapon and bring it back on an X9 round.

## COMMAND POST 4 NORTHWEST, CELLAR

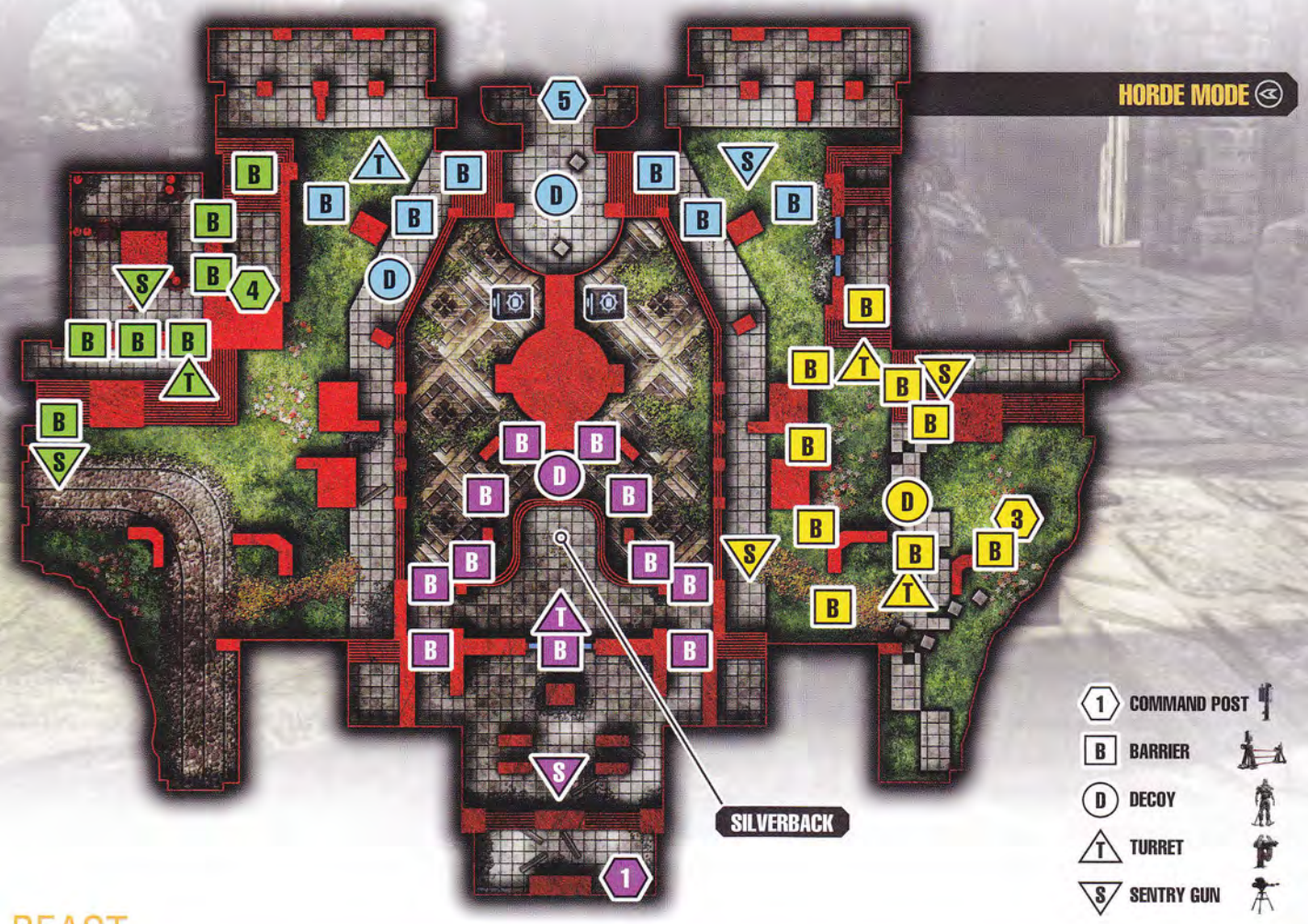
This position has an excellent vantage point, providing clear lines of sight to the north center and south. The turret has good coverage of the south center, and a few walls provide *some* protection from enemies getting into close range.

This location's main disadvantage is that, if enemies get inside the cellar, you have very little room to evade. Furthermore, escaping exposes you to any remaining enemies in the wave.

## COMMAND POST 5 NORTH, BALCONY

This location provides an excellent vantage point on the map. However, it is ill served by a poorly located turret on the northwestern side. Two decoys, one near the turret and the other on the upper platform, beside the Oneshot/Mortar spawn point, don't offer much consolation. The northern side is relatively secure as long as the turret and decoy are standing. However, the turret gunner *must* have a protector to defend against enemies coming through the northwestern building.

The eastern side is much weaker, with no decoy or turret present on the ground level and just a single sentry. The remainder of your troops should cover this approach to ensure no Horde sneak past the wall positions via the gallery on the eastern building. A fair number of barrier positions are here, but try to activate the western turret and decoy first.




# BEAST

This is a very difficult Beast map, as the wide-open central courtyard area is a killing ground for Locust forces. Try to exploit the ranged attacks that the Beast forces possess: Savage Drones, Kantus, Savage Grendiers, Boomer, and the Savage Digger.

If the COG forces spawn in the chapel, expect them to rush your spawn point—be ready to defend at close range if this occurs. Try to coordinate your assaults on the COG bases. Use the little cover that's available to approach, and then strike as a single unit to inflict as much damage as possible.

# OLD TOWN




## VERSUS

*Old city streets by the shore make for an intense urban battlefield. The are two key power weapon spawns here: a Boomshot/Digger in the north, and the Torque Bow/Longshot in the south. Choose your flavor and make a concerted effort to secure one of them. The open streets are very dangerous places—move quickly from area to area, or have a teammate cover you while you move.*

*The center courtyard allows passage between the east and west without touching either of the power weapon hotspots. It also has a grenade spawn, but be aware that it's possible to shoot over the low walls to both the north and the south. So, you aren't safe from an enemy with a power weapon in the center.*

## HORDE

### COMMAND POST 1 SOUTH, BELL TOWER

Similar in construction to the northern alley Command Post, this point is inferior largely because its outer wings to the east and west lack the natural defenses of the Scorcher walls. Thus, this point is more difficult to defend, and you can expect to be downed on the outskirts of your base. Inside, you have a turret and a decoy, with a single sentry just outside the base to the east. You can fall back to the inner base as necessary, but be ready to retreat completely if the area becomes overwhelmed.

## COMMAND POST 2 NORTH, ALLEY

This tiny Command Post area has just a single turret and sentry with a few walls. On the upside, this point is cheap to build up, is well defended, and boasts two excellent natural defensive positions just outside the alley, by the northwest and northeast Scorchers. Position a few players outside the alley to engage enemies as they advance. Then fall back to the alley when you're pressed. Be ready to escape to the east or west if you are overwhelmed!

## COMMAND POST 3 CENTER, MARKET

This area is one of the most difficult Command Post points on any map. It's exposed to fire from all four sides, has little cover that you can use to counterattack safely, and has a lone sentry and turret for defensive protection. Don't use this post unless you're up for a very tough fight. Even with the Silverback, defending this area is hard!

## COMMAND POST 4 NORTHWEST, ROADBLOCK SPAWN

Three turrets, a decoy, a single sentry, and plenty of walls cover a wide area on the west of Old Town. While this area has plenty of firepower, getting the cash to upgrade it all and keep it repaired is difficult.

Begin by fortifying the area immediately around the northwest Scorcher. With a sentry, a decoy, and several barriers all in close proximity, you can start with a strong defense and then slowly expand to upgrade the turrets. The rearmost turret closest to the western spawn is the least essential of the three. But be wary of rear spawns if most of your attention is focused on the center of the map.

## COMMAND POST 5 EAST, SEASIDE SPAWN

In contrast to the roadblock spawn side, this Command Post has weak defenses. A single turret, sentry, and decoy provide limited firepower and distraction against the Locust horde. There are a fair number of barriers, but they mostly provide limited opposition to enemies pushing against the single turret. Be sure to put one player at the seaside spawn itself to prevent a back-spawn of enemies when the round begins.




# BEAST

Old Town is a relatively easy Beast map. Spend the early rounds building up cash with repeated Savage Drone use. Then follow up with a Mauler/Kantus combo. Finally, finish with repeated Kantus and Boomers until you unlock the Savage Digger.

Because many potential enemy base locations are easy to assault from a distance, you can safely take down the entire enemy force from range once you unlock the third tier. The alley and bell tower are both easy to flank by traveling through the market and approaching from the opposite side. You can also attack from across the walls to the center market if you have a ranged weapon or grenade.

Save your cash for the last round or two. You can wreck COG forces with a Berserker as long as you don't overspend in the early rounds and play conservatively with good Kantus usage.

# OVERPASS




## VERSUS

*The ruined streets of a battered city make for an impressive battleground, as the city itself sinks into the ground while you fight! Two very powerful heavy weapons are on this level. Both the Mortar and the Hammer of Dawn share a spawn point in a narrow alley on the level's east side—be sure to secure that area.*

*The map's center is a very elevated position with overwatch on the streets to both the north and south. You can expect one team to try to seize the upper ground and then rain fire on the team stuck on the streets. If you get stuck on the street level, you can use the grenades that spawn in the corner buildings. Or, if it's active, you can use the Boltok to help push back to the upper level.*

*This is the lone Versus map that has a turret: it's on the northern overpass that overlooks the northern street. The turret doesn't have a great arc of fire, and you're vulnerable to shots from either side as well as below. So, it's more of a novelty than a serious strategic point. But it can make life difficult for anyone trying to assault the upper level from the northern steps.*

## HORDE

### COMMAND POST 1 CENTER, TURRET

One of the stronger defensive positions in Horde, this elevated site has two turrets, a sentry, and a handful of walls. With its excellent coverage, you can easily cut down approaching Horde forces as they run up the stairs from the north and south. This point's only downside is that if enemies, or bosses in particular, get up top, your avenues of escape are likely to be covered by the enemy, making a fallback unlikely to succeed.

## COMMAND POST 2 SOUTHWEST, STEPS

One turret, one sentry, and one decoy are at this Command Post. The decoy is oddly placed, far to the southeast. It draws fire easily, but it's so far from the Command Post that it's likely to be destroyed every round unless a player or two is dedicated solely to defending that area. If you employ this method, be sure the turret is manned to dispatch threats from the north. This position is somewhat better than the northwest office Command Post. The cover is slightly stronger and the lanes of fire are a little friendlier to your team.

Be wary of enemies spawning inside the subway spawn point. Position someone there at the start of the round to prevent this from happening.

## COMMAND POST 3 SOUTHEAST, SUBWAY

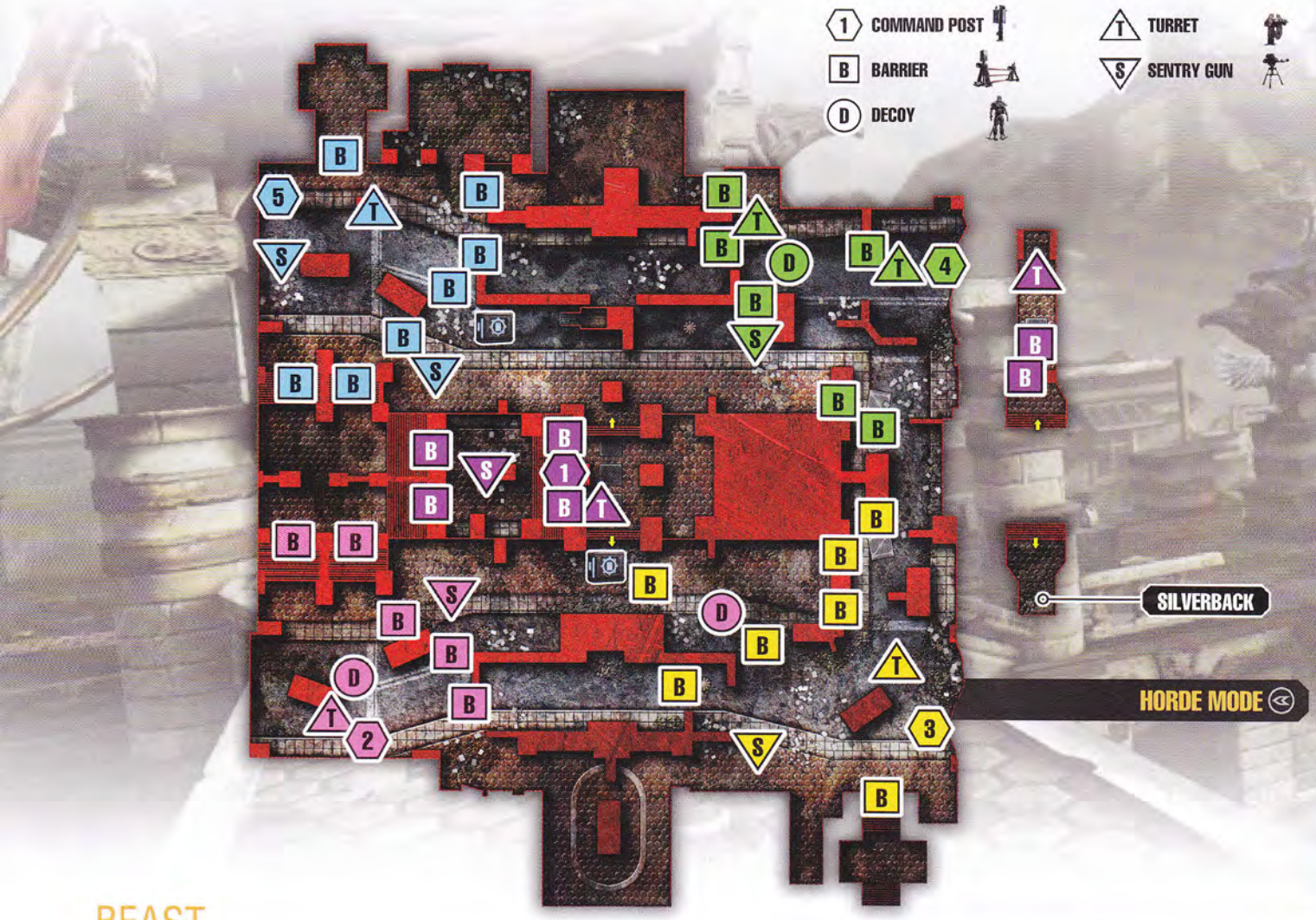
One turret and a single sentry are your only defensive tools, but this position is fairly defensible. The turret covers the alley approach, while the street has good cover. A nice overhang by the ammo crate protects you from the occasional enemy spawning above you.

## COMMAND POST 4 NORTHEAST, RUINS

This post has two turrets, a single sentry, and a well-placed, centrally located decoy. Because of its position, you have solid cover from enemies approaching through the southern alleyway. Also, you don't need to worry about enemies attacking you from above with the same frequency as the Office Command Post. Set up the turrets and the decoy first. Then put up the sentry and key walls to aid in your defenses. Be sure to exploit the nearby Mortar and Hammer of Dawn weapon spawn.

## COMMAND POST 5 NORTHWEST, OFFICE

A somewhat poor defensive post, this position has a pair of sentries and a single turret, along with a plethora of walls. Unfortunately, it's located on the street level in the northwest. Consequently, you must often defend against Locust forces with an elevation advantage coming from the larger central building and the upper overpass area. Try to use the available cover and communicate threats incoming from different angles to avoid getting hit by a Grinder from behind.

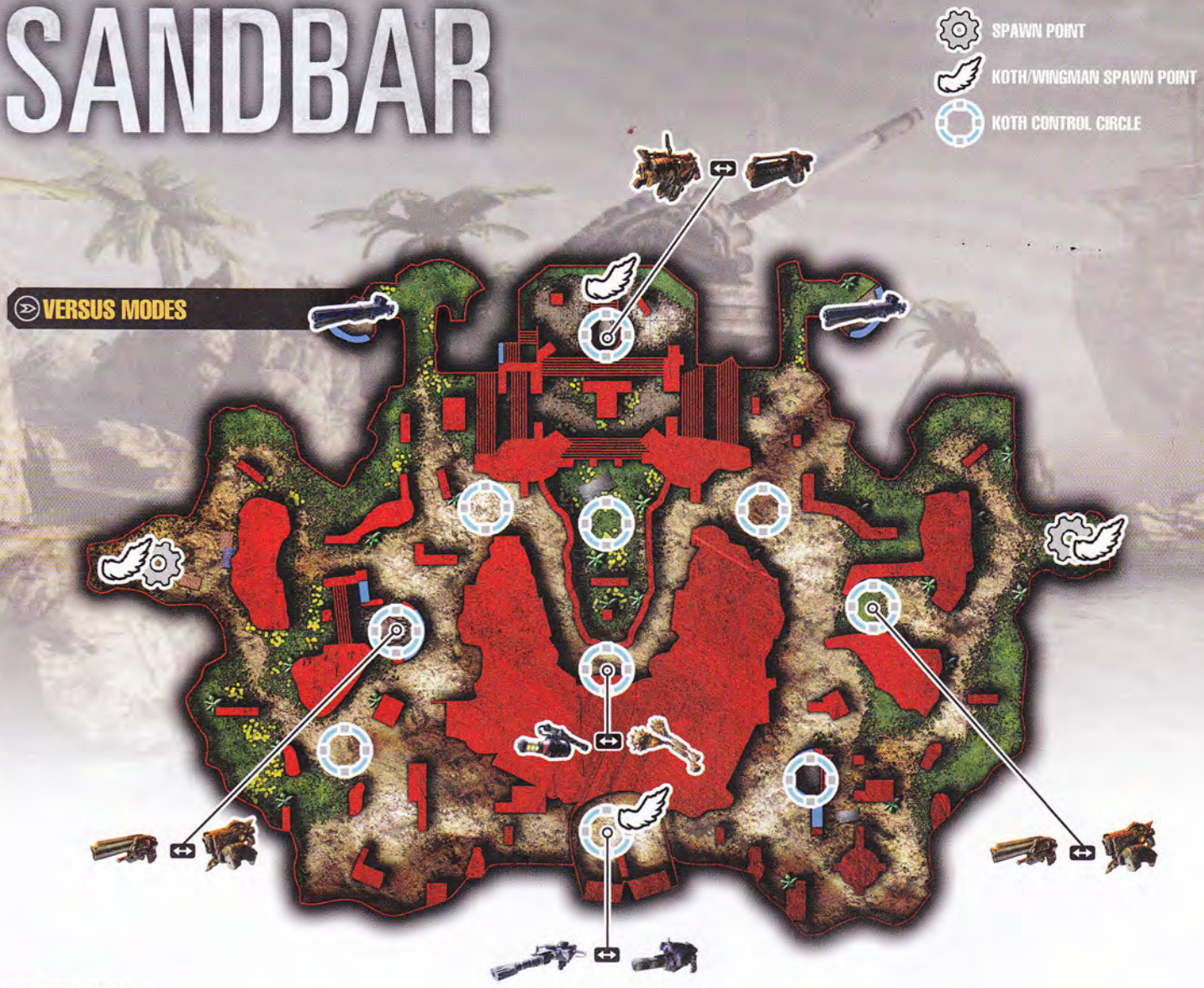



# BEAST

Most of the locations here provide ample cover for you to approach the COG forces. However, several positions require you to cross barriers that you *must* destroy in order to pass.

For the COG bases at the street positions, you can easily fire down on the COG troops by heading up to the overpass. just remember that you have to execute or detonate the Heroes once they start to appear. You can't down them simply by firing from a distance with a Drone. Use a Mauler to destroy the impassable walls. The Beasts that can mantle can bypass many of them on the streets.

# SANDBAR




## VERSUS

*A once peaceful beachfront has been transformed into a fortified stronghold. The fortress area in the north is a key defensive position on this map. It boasts a strong overlook of the entire map and a great vantage point for using either of this map's two Longshots. The Longshot is key no matter where you travel here; while the Boomshot and Digger are important, their power depends on the game mode you're playing. Of course, you can expect plenty of action near the Oneshot/Hammer of Dawn spawn as players fight to control these powerful weapons.*

*If the other team is camping the fortress, use the grenade spawn beneath the overlook area to flank around it. Just be wary of enemy spawns moving up behind you when you attempt to flank. Use the abundant cover in the east and west when you move from place to place. It's fairly easy to avoid long-range fire, even from the Hammerburst, and you make a difficult target for Longshot users.*

## HORDE

### COMMAND POST 1 NORTH, FORTRESS

This post boasts a sentry on the west, a sentry inside, a turret on the east, and turrets on the overlook's center and south. This Command Post has elevation, extensive fortifications, and plenty of cover—it's an ideal defensive position. There are two decoys, one in the base and one to the east.

The two turrets on the overlook are very effective, especially the southernmost turret with clear line of sight on almost the entire level. Just be wary of taking too much fire from behind. You have to get off the turret to take cover occasionally. Use the walls in the area only after you build up the key turrets. You can save the interior sentry and decoy for later, if at all.

## COMMAND POST 2 WEST, BUNKER

Two turrets and a decoy are your sole defensive options at this Command Post. The outermost turret near the northern ruins has good line of sight to the north. It can provide some support to the center or south. The rear turret and the nearby sentry are useful mostly as a fallback. They have poor line of sight to this Command Post's main approaches. Split up your team to cover the northern ruins and the southern cargo ship approaches. Communicate if one side begins to face heavy pressure.

## COMMAND POST 3 CENTER, BELOW OVERLOOK

The centrally located Command Post is in a seemingly exposed position. But unlike the center market post on Old Town, this position has good cover on both sides and well-positioned turrets on the east and west. The east side has a sentry, while the west has a decoy. Both provide a bit of support to the turrets. With good shooting by your teammates, you can repel most waves before they get dangerously close to your defenses. Build up the outer walls last to protect your decoy and sentry.

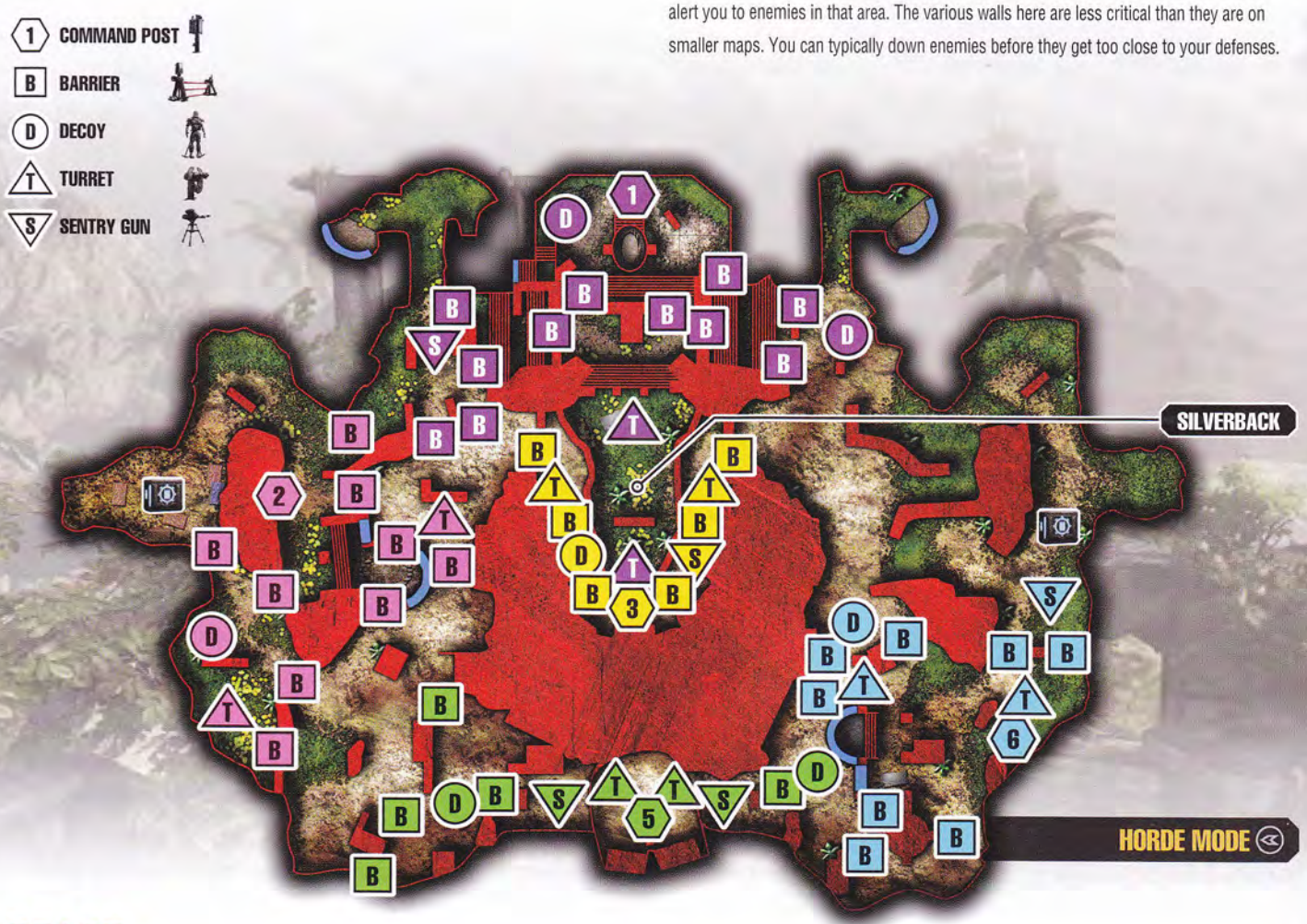
## COMMAND POST 5 SOUTH, CARGO SHIP

Two each of decoys, sentries, and turrets provide excellent defenses for this position. Both the east and the west have some additional fixed cover that you can use to attack enemies as they come down from both directions. With its bunker position, the east is slightly superior to the west, while the west has only a few crates for cover.

In either case, you can always retreat into your cargo ship 'base' should the enemies press in toward your position. This assumes they survive the withering hail of fire on the approach. This position also has the benefit of the Hammer of Dawn and Oneshot being close at hand.

## COMMAND POST 6 SOUTHEAST, CANNONS

Two turrets, a sentry and a decoy are your fixed defenses here. The westerly turret has better coverage of the map's center, though it's somewhat exposed. Keep the decoy up to protect it. The eastern turret is mostly for defending against enemies that appear at the eastern player spawn. However, it can provide some coverage toward the center of the map. The sentry is positioned up the hill on the east, giving it little effective coverage. It can at least alert you to enemies in that area. The various walls here are less critical than they are on smaller maps. You can typically down enemies before they get too close to your defenses.




# BEAST

One of the most difficult Beast maps, Sandbar is so large that half of your time may be gone by the time you make contact with the COG forces. The northern fortress base is especially difficult to assault. It has a very nasty elevation advantage, which the turrets exploit. Plus, you must destroy several barriers to enter it. The map's other bases are not extremely difficult to penetrate. However, the time restriction leaves little margin for error on your assaults—you must inflict appreciable damage on every attack.

The Boomer is especially effective on this map, particularly if the fortress is unoccupied. You can make your way up to the overlook and shell the COG position from on high. Be very sure of your attacks on this level. You don't get many second chances, so make a point of not attacking alone unless the timer forces you to do so.

# THRASHBALL






## VERSUS

*An unusual Versus map, you can shoot down the huge scoreboard that hangs over the center of this Thrashball field. This creates a huge barrier that blocks line of sight east/west and north/south. The northern concession stand area is raised above the field. It's a key defensive area to control, as it has good line of sight. The Mulcher spawns in the stands, and is quite usable from its spawn position. The Mortar is even more deadly; be aware of the danger when the Mortar cycle is active.*

*The halls around the outside of the field provide quick traversal from east to west. If you get stuck, alternate routes lead out of your spawn point locker rooms—use them! A Digger/Torque Bow spawn is in the center of the field, but it tends to be lost fairly early in the match once the scoreboard is shot down.*

## HORDE

### COMMAND POST 1 WEST, BLUE LOCKER ROOM

Three well-placed sentries out in the field accompany a single turret and decoy, providing excellent cover fire for your team. Spread out and defend the north and south sides. Be sure to cover both the concession stands and the downed raven hallway. Once you start to face more dangerous enemies, you should bring down the scoreboard fairly quickly to provide additional cover. If you're especially daring, you can use the scoreboard to crush enemies or even a boss...

## COMMAND POST 2 NORTH, CONCESSION STANDS

Here's a strong defensive position with two turrets up in the concession stands, a third out on the bleachers, and a sentry at the base of the western stairs. Because of the natural elevation, it's easy to gun down incoming Locust. However, because the stairwells can get jammed with incoming enemies, it's important to be proactive in downing them before they reach the stairs in the first place. Be careful about using the turret out in the bleachers, as you're vulnerable to incoming fire from the east and west.

## COMMAND POST 3 SOUTH, DOWNED RAVEN

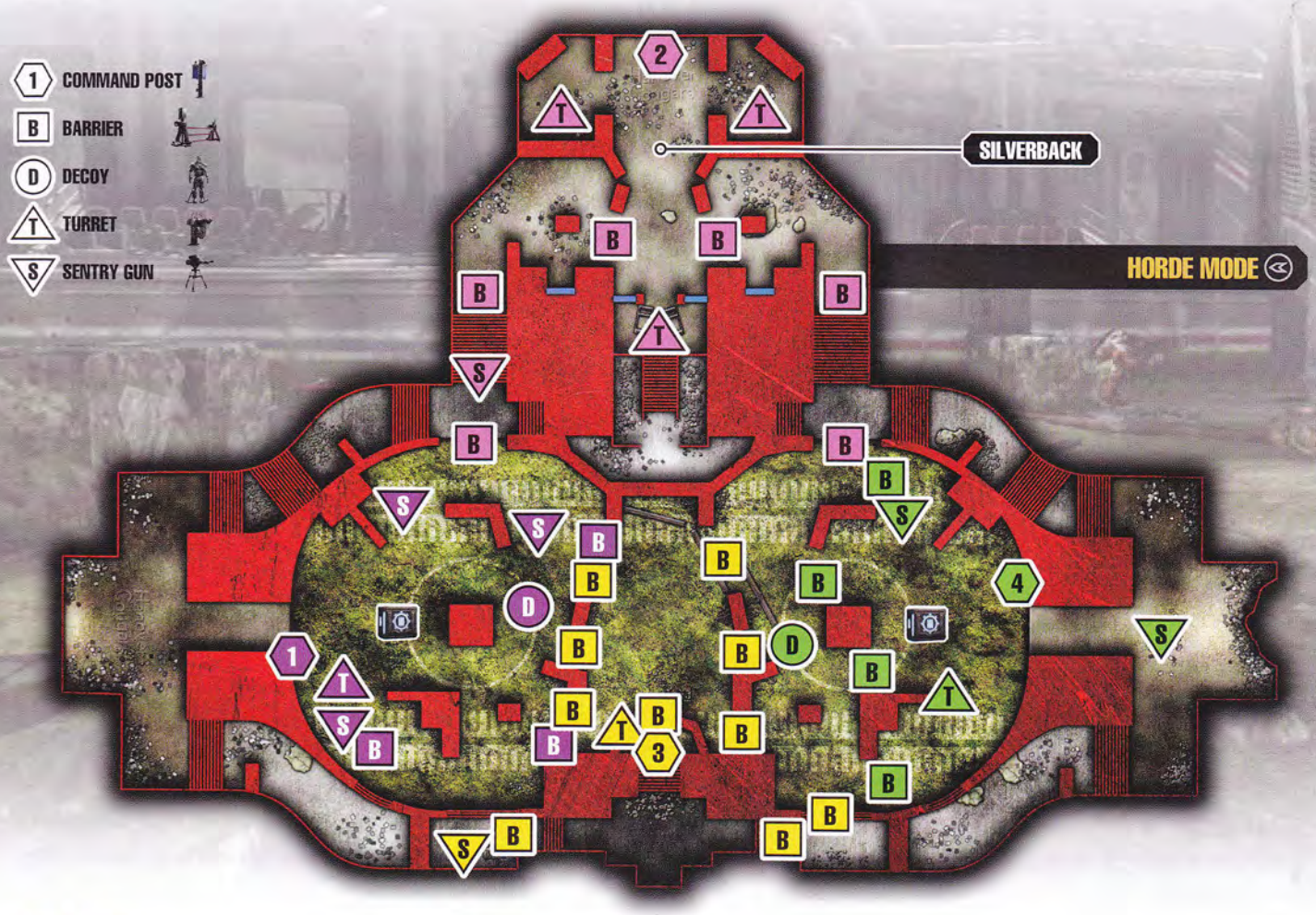
A lone sentry on the west and a centrally located turret provide defense here. Drop the scoreboard as soon as you can to provide some cover from enemies up in the bleachers. You can build several barriers around the scoreboard. They provide solid protection, but maintaining them is expensive. Don't upgrade them all unless you're sure you can keep repairing them.

Try to spread your team so you don't fall prey to explosives. Use the frontal turret as much as possible; but be aware that dropping the scoreboard restricts its line of sight.

## COMMAND POST 4 EAST, RED LOCKER ROOM

This post features two sentries, one turret, and one decoy. Ample cover on the field provides good protection from approaching enemies. It also makes dispatching incoming waves quickly very difficult. Enemy forces are likely to get into close-range combat with your team.

The turret is well positioned to cover the field. The northern sentry and decoy in the middle of the field provide extra assistance. The rear sentry is useful mostly for alerting you to any enemies that have sneaked around behind you. Don't bother building it up until your forward defenses are established.



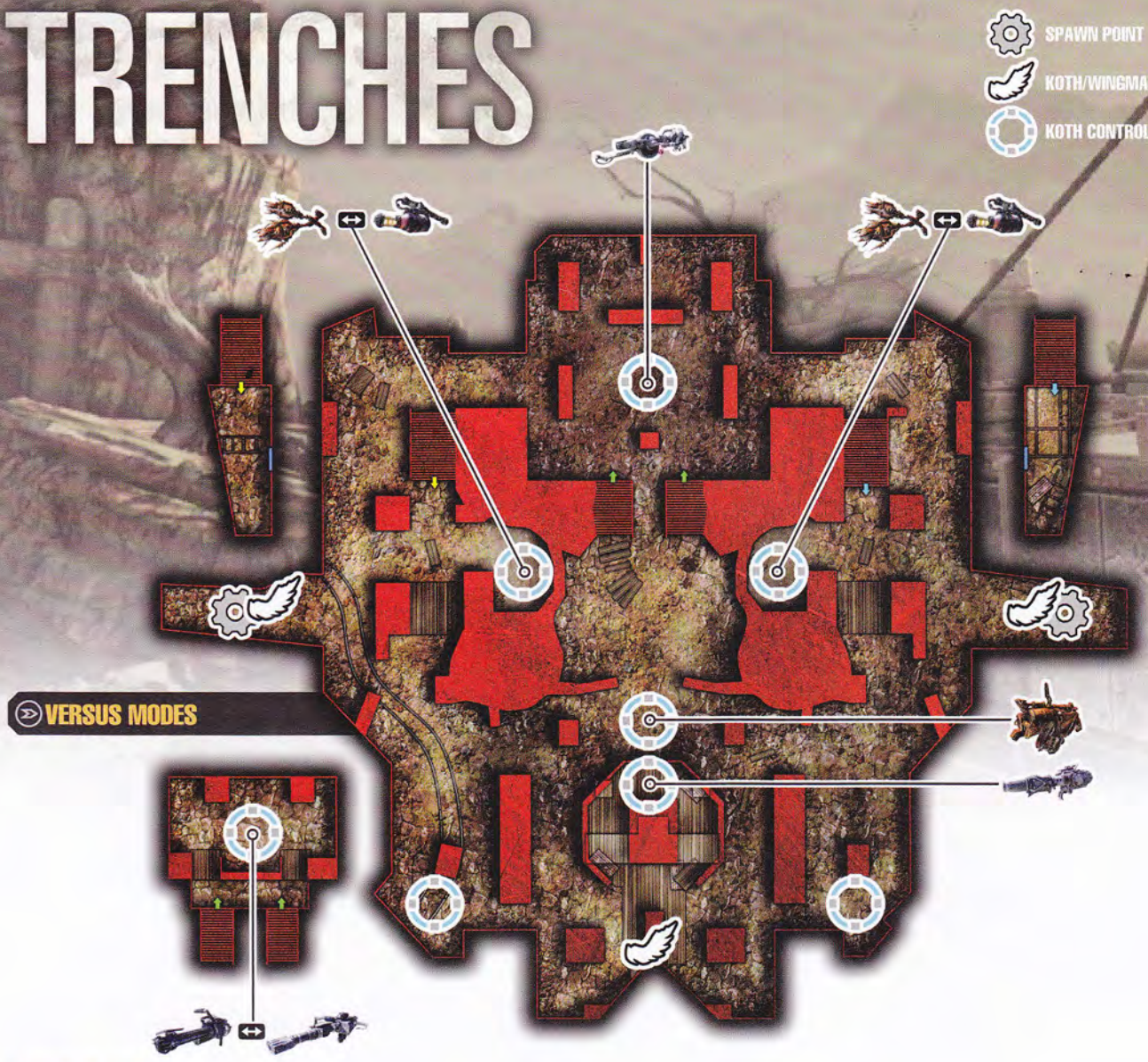

# BEAST

Thrashball is a challenging Beast map. Teamplay, communication, and effective use of cover are vital for success. The field is a killing ground because most of the cover is low, and the COG forces can shred you with their rear turrets. Instead of making a frontal approach, use the side hallways to get into range to take them down.

In the early rounds, you can get away with pushing more aggressively against the Stranded. However, all of the later rounds require a more cautious approach. Once you unlock the Boomer and, later, the Savage Boomer, be sure to use their explosive ordnance to deal death on the COG troops from afar.

The upper concession stand base is also difficult to assault. Make sure you have at least one siege breaker to take down the barriers blocking your entry. Have a few spotters watch the bleachers for enemies trying to man the turret there in an attempt to take down your stairway assault force.

# TRENCHES




## VERSUS

*Trenches is a large map divided by its namesake channels. Several distinct paths run through the map on the east and west sides. A section of tunnels runs beneath the map and connects the two sides. The southern area is raised on a gently sloping hill. With the Mortar spawn in the center, beneath a huge makeshift crane, it's a key area to control, particularly with the Digger spawning immediately below it.*

*The raised hill to the north houses a bunker that spawns the Mulcher or the Oneshot—of the two, the Oneshot is generally more dangerous. If you find your team pinned down in either spawn area, use the tunnels to cross to the center or the opposite side. You don't want the enemy team to fight your whole team at a single narrow chokepoint.*

## HORDE

### COMMAND POST 1 EAST, BUNKER SPAWN

Two turrets, a sentry, and a decoy on ground level, and a sentry and decoy on the elevated platform near the spawn are your fixed defenses here. The northern turret has coverage of only the lower tunnel. The southern turret can cover the approach from the center of the map. The sentries and decoys provide additional distraction, with one of the sentries supporting this Command Post's southern approach. This site has good cover, and there are only two routes into the base area from the north or south.

Split your forces to cover each approach to ensure that no enemies get into your fortifications without resistance. You can always retreat into the center or the northern tunnel if necessary.

### COMMAND POST 4 CENTER, NEST

A turret and a sentry are the sole fortifications at this point. However, you have the advantage of a very strong elevated position and a killing field of open ground beneath you. Be wary of enemies sneaking in through the tunnel entrance to the middle of the hill. Watch for enemies attacking the turret operator from behind. This spot tends to work very well until enemies break into your defenses. At that point, you may have to retreat into the lower tunnel to avoid being overrun.

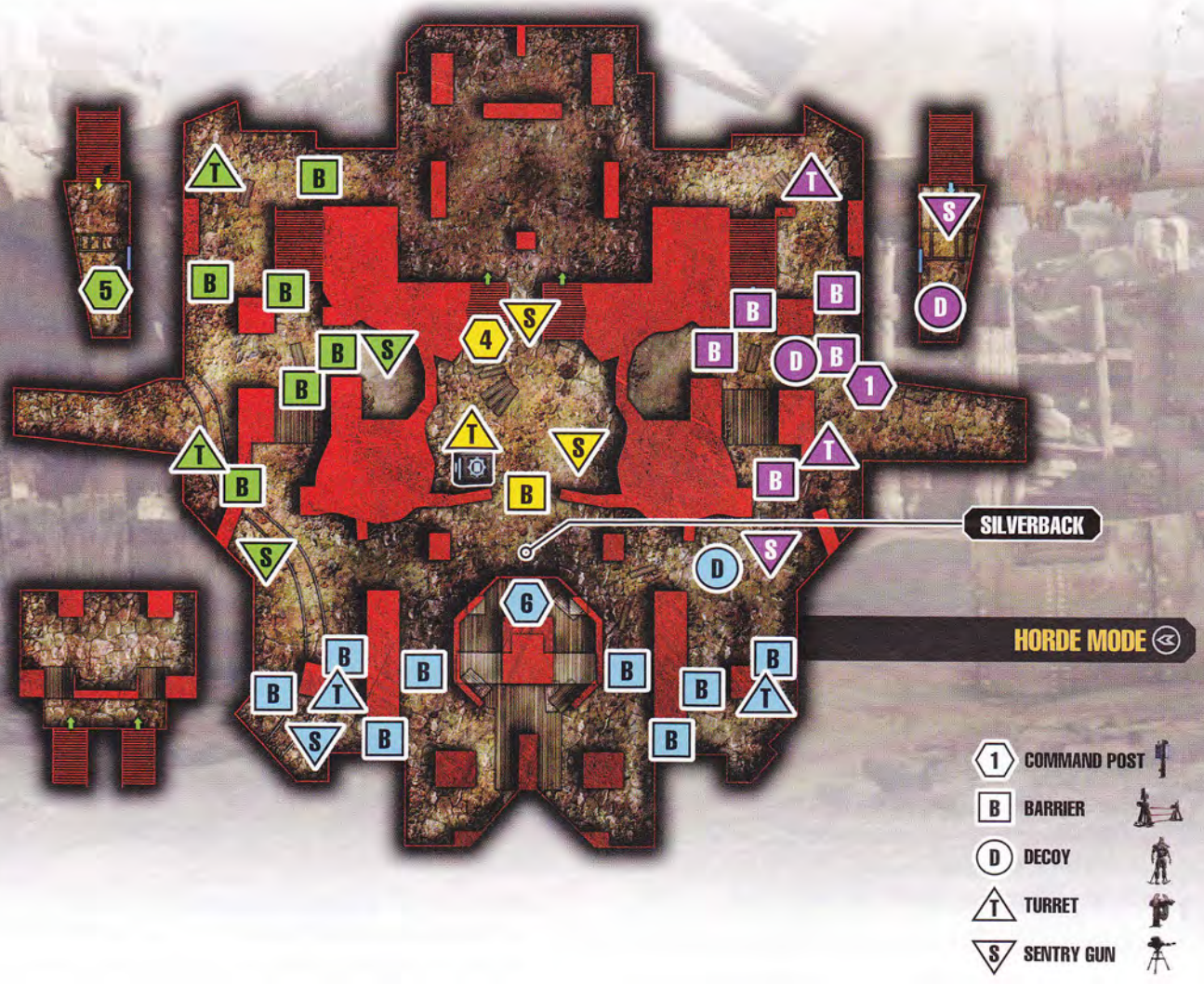
### COMMAND POST 5 WEST, MINE CART SPAWN

Two turrets and a pair of sentries provide solid fixed defenses, with one sentry within the grenade bunker and the second near the hill to the south. This position is similar to the eastern post, with the exception that the upper deck is a bit more useful for shooting onto the southern hilltops.

### COMMAND POST 6 SOUTH, CRANE

Two turrets and a single sentry and decoy are your primary defenses here, along with a few walls. The western side has the sentry up on the hill with the turret.

The eastern side has the decoy down at the bottom of the hill. This position is fairly strong defensively. You can usually see all of the Horde forces as they make their way to your position, and you have access to the Mortar as well.




## BEAST

Despite its size, this map is surprisingly easy to handle in Beast mode. Most of the bases are simple to approach, thanks to the winding pathways that enjoy complete cover. The notable exception is the southern hill bases. These have lines of sight down the hill on your approach, and they can be particularly nasty if you face them in later waves.

Take full advantage of long-range forces on this map. You can easily pick off COG troops from safe cover without being threatened. One potential problem is that your spawn can end up immediately next to the COG base on the hill. This may result in the entire COG team rushing your spawn point. If you handle this well, it can give you a quick victory as they abandon their superior position at the start of the round. If the COG troops bunk up at the opposite spawn point, use the tunnel through the hill as a quick route to the far side.

# COLLECTIBLES

*As you play through the **Gears of War 3** campaign, keep your eyes peeled for special collectibles lying around. These give you extra story information and contribute to the following achievements: Collector, Pack Rat, Hoarder, and Remember the Fallen.*




## RECOVERED COG TAGS #1



**PROLOGUE:** Trouble Past

**LOCATION:** Exit the prison cell and notice the Crimson Omen insignia on the wall. This is your cue that a COG Tag is somewhere nearby. Approach the cell to the right and kick open the door to find the first collectible.

## TWENTY-DOLLAR BILL



**CHAPTER 1:** Anchored

**LOCATION:** The first collectible in this chapter is inside Marcus's cabin, on the edge of the table. It's a Twenty-Dollar Bill. Coalition Reserve currency may not do him any good now, but the cash reminds him of better times...and bets made with Dom.

*Marcus,*
*Here's that $20 I owe you. A few years overdue, but better late than never.*

*—Dom*

## DOM'S PSYCH REPORT



**CHAPTER 1:** Anchored

**LOCATION:** Enter the infirmary across from Dom's cabin. The write-up on Dom's mental state is attached to the clipboard in the back corner, near the chair and sink. Few members of the Sovereign's crew have had it as hard as Dom...

*Private Santiago appears to be coming to terms with his wife's death, but I still have concerns about his mental state. I am an emergency physician, and in the absence of a psychiatrist, I can offer only general observation. He has been depressed—a normal reaction—but he has also had episodes of uncharacteristic anger and admits to experiencing flashbacks and hyper-vigilance.*

*Almost everyone in this community has lost family and shares similar levels of traumatic stress, so he is surrounded by comrades who both understand and sympathize. However, very few have to take their loved one's life under such harrowing circumstances. Santiago warrants continued observation.*

*Dr. Isabel Hayman MD FTCS FTCO*
*Chief Medical Officer, CNV Sovereign*

## REQUISITION FORM



**CHAPTER 1:** Anchored

**LOCATION:** Step inside Baird's cabin on the left before leading Dom up the stairs. Baird is currently out on a supply run, but he filled out the form on his workbench before he left. It has to be hard to keep Jack in working order when you're stranded at sea.

*These forms are worthless. Jack is pretty beat up, but it's not like we can point some rookie to the corner hardware store with a list and expect to get the parts we need to fix him. Do me a favor and keep your eyes out for the following junk:*

*— One plasma torch assembly. Any basic or busted cutter will do.*

*— CL8-330 load cells. These can be pulled from a Silverback without any harm. Not like we use 'em for loading cargo anymore.*

*— NN-1101A wireless transmission board for Jack's uplink. This is gonna be a bitch to track down, but I might be able to hack something wtogether with a NN-2371R from a scrapped 'Dill.*

*You guys remember when we actually had the crap we needed to do our jobs? And working toilets? Man, those were the days.*

*—Baird*

## RECOVERED COG TAGS #2



**CHAPTER 1:** Anchored

**LOCATION:** The Crimson Omen painted on the side of the shipping container to the left is your cue that there's a COG Tag nearby, but this one is tricky to spot. It's hanging off the neck of a slain COG soldier on the walkway above, beyond the portion severed by the exploding Drudge. The only way to get this collectible is to shoot it down. Locate the corpse hanging partially off the walkway and target the COG Tag with the Lancer to make it drop.

## SILVERBACK MANUAL



**CHAPTER 2:** Abandon Ship

**LOCATION:** Sprint across the ship's deck to avoid being crushed by the shipping containers, and descend the steps to safety. Open the door to the maintenance bay, but don't let the gleam of the Silverbacks distract you from the collectible to the left. The Silverback Manual is perched atop the crate on the maintenance bay's left side.

*Once you're suited up, take a moment to adjust to hydraulic ambulation. It's a little different than you might expect. Joint stabilizers will keep your aim steady. All you've got to do is get the enemy in your sights and let the triple-barrel chain gun do the rest. Point, shoot, and ruin a grub's day. Hell yes.*

*Making use of the Silverback's deployable cover systems can mean the difference between life and death for your squad mates. Once engaged, the rig settles into a lower stance and raises rear plate shields to provide cover for your crew while you take care of business. With rockets. Damn, I love rockets.*

*The Silverback's blast shielding has been further reinforced to soak up more fire. It can take a lot of heat, but like the civilian model, when the alarms start blaring, it's time to get the hell out.*

*Watch your back. Oh, and have fun.*

*CPL Kathryn Farrell*
*COG Engineering Corps*

## JOURNAL



**CHAPTER 3:** Homecoming

**LOCATION:** Kick open the gate to the right of the poster declaring the "Best Breakfast in Town," and enter the outdoor café. There's a Journal lying on the ground near a corpse straight ahead. Take a moment to read the author's final entry about fighting the Lambent.

*Hanover's never really been what you'd call "secure," not by any stretch. But since these Lambent freaks started dropping in, everything we know about keeping ourselves safe out here has gone out the damn window.*

*The little crawly sons of bitches, they go down quick, but there's so many of them that we're burning through ammo like toilet paper at a chili festival. You put a round or two in 'em and they just tear into a dead sprint straight at you. They don't flinch, they don't take cover. Once they get within range, you're either gonna get torn to shreds or blown to bits right along with 'em.*

*The Locust were bad, but these things... How do you defend yourself against something that don't care if it lives or dies?*

*(From Kevin Mahoney's personal journal.)*

## STUDENT'S NOTEBOOK



**CHAPTER 3:** Homecoming

**LOCATION:** A Student's Notebook has been left on the playground fort with the slide and other fun toys. Run up the slide to climb onto the platform where the collectible is located.

*Dear Dr. Cragen,*

*I'm writing in this diary because you told me that the best way to get rid of nightmares is to write them down so you can see them like a story or a show on TV. I asked mom to buy me a diary and now I'm going to write down what happens in my nightmares for you.*

*In my nightmares I'm running away from something I can't see, and when I look at them (the monsters chasing me) I just see blurs but I know that they're monsters. And because they are all blurry nobody believes me that they are monsters. And they're chasing me for a really long time usually until I wake up.*

*Sometimes I wake up way before I'm supposed to get up to go to school and I can't go back to sleep because of my nightmares and the other night we had an earthquake and it woke me up from a nightmare. My mom and dad came in to ask if I was okay and I told them that the earthquake saved me from the monsters. And they thought that was funny and we talked about my nightmares before mom made me cocoa and I went back to sleep.*

## GROCERY LIST



**CHAPTER 3:** Homecoming

**LOCATION:** The Snack Champion has been running low on items for quite some time, but that didn't stop wishful shoppers from bringing lists of everything they needed. You can find one such list on the end of a checkout aisle, near the Boomshot.

*pasta milk eggs wine (2 bottles)*
*butcher shop order @ 1PM*

*prep kit for these CRAZY-ASS earthquakes*
*bottled water canned goods*
*portable radio??? BATTERIES! first-aid pack*

*(holy CRAP!! theater ticket PICKUP!)*

## RECOVERED COG TAGS #3



**CHAPTER 3:** Homecoming

**LOCATION:** There's a Cog Tag in the storeroom office, where the Boomshot is located. It's on the desk next to the computer.

## CLIPPING, HANOVER TIMES-TRIBUNE




**CHAPTER 4:** Helping Hand

**LOCATION:** Cole's decision to hang up the cleats and enlist in the COG Army was front-page news back in the day. Read all about it with the collectible newspaper on the ground to the left of the container with the Boomshot in it.

*Cole Hangs Up Jersey, Enlists in COG Army*

*Hanover Cougars starting alpha Augustus "Cole Train" Cole has enlisted in the COG Army, the Thrashball star announced yesterday. The Grayson Cup champion's announcement came just minutes before kickoff at the first Cougars game since the Locust incursion began six days ago.*

*"I just enlisted. I'm a Gear now," Cole told fans and press at Cougars Stadium. "I came to say goodbye."*

*Though few expected Cole's return so soon after suffering the loss of his family in the attack, fans were nonetheless stunned by the announcement. Cole explained that he was leaving to do his part in the mounting war effort, and encouraged attendees to follow suit and enlist in the COG army.*

*"The Cole Train's gotta go kick some grub ass, but I'll be back when the job's done," Cole added. "Are you gonna enlist? You gonna help me put 'em back down the hole they came from?"*

*Local recruitment officials reported a 390% jump in voluntary enlistment following the event. In his five-year career in professional Thrashball, Cole has shattered dozens of long-standing records, including most injuries inflicted in a single play.*

## RECOVERED COG TAGS #4



**CHAPTER 4:** Helping Hand

**LOCATION:** Note the Crimson Omen on the brick wall to the left, immediately after exiting the outpost. The COG Tag isn't far. Just walk out onto the narrow wooden pier beyond the wall to find it lying next to a fallen Stranded. Rest in peace, friend.

## COUGARS SEASON PROGRAM




**CHAPTER 5:** Helping Hand

**LOCATION:** This collectible is located on the concourse's upper level, but you can reach it regardless of the level you take. It's on the floor, behind the counter in the concession stand. If you choose the lower route, head up the escalators after you defeat the Lambent to collect it.

*UNSTOPPABLE!*

*Get ready for the most explosive Cougars post-season yet! Two-time MVP Augustus "Cole Train" Cole leads the charge toward yet another Grayson Cup Victory!*

*UNBREAKABLE!*

*Cole is joined by breakout starting guardian Mitch Hilde, and the powerhouse attacker combo of Ryan "Big Bastard" Poole and Anton "Li'l Bastard" Chambers to form the deadliest starting roster Hanover's ever seen!*

*UNBELIEVABLE!*

*Tickets are going fast, so don't miss out! Secure your seats on the front line and be there to watch the Cougars write another page of Thrashball history!*

## COUGARS PLAYER HANDBOOK




**CHAPTER 5:** MVP

**LOCATION:** Proceed toward the south gate and turn to the right to spot the neon glow of a "Stimo" beverage machine. The collectible is on the floor next to the vending machine and ammo crate. Grab the rules and conduct book before you head down the hall to the locker room.

*All players associated with the Hanover Cougars are required to abide by the following rules governing physical contact in regulation matches:*

*1. "Backing": Players cannot touch the back of an opponent in possession of a ball in play.*

*2. "Holding": Players cannot hold, grab or otherwise restrain other players, regardless of position or circumstance.*

*Cougars management recognizes injury as an acceptable inevitability in professional Thrashball matches, and advises (but does not require) players to avoid engaging in the following actionable or potentially criminal acts:*

*1. Purposefully missing ("whiffing") a dive catch with arms outstretched to punch an opponent's face, mouth, or groin (CCL 5.13.19)*

*2. Trampling over or stomping on an opponent off his feet while feigning distraction (CCL 12.10.83)*

*3. Checking opponents over boundaries and into spectator stands (Alejandro v. Smits)*

## COLE'S CHAMPIONSHIP RING




**CHAPTER 5:** MVP

**LOCATION:** Walk back across the playing field toward the storage shed with the UXO banner hanging on it. Cole forgot to take his championship ring with him when he joined the COG Army. Now's his chance to take it with him for safe keeping. It's on the ground next to the corpse.

*Augustus Cole*
*Hanover Cougars*
*Grayson Cup Champions*
*ANIMUS INDOMITABILIS*



## TOLL BOOTH TOKENS



**CHAPTER 6:** Hanging by a Thread

**LOCATION:** This collectible is among the easiest to find, particularly if you use the Multi-Turret inside the middle tollbooth. Put some change in your pocket by picking up the Toll Booth Tokens on the ground to the right of the steps that lead into the middle booth.

*UNTIL FURTHER NOTICE*
*By order of COG Civil Defense, civilian passage across Centennial Bridge is restricted to the daylight hours of 14:00-16:00 on the lower deck ONLY.*

*Do not slow, stop, or delay traffic for any reason, unless ordered by stationed military personnel.*

*Do not park or leave your vehicle for any reason, unless ordered by stationed military personnel.*

*Suspicious activity or failure to comply with official instructions will be considered a hostile act and will be dealt with swiftly and severely.*

## BAYONET



**CHAPTER 6:** Hanging by a Thread

**LOCATION:** Continue past the barricaded toll booth area and spot the large, red shipping container on the right. The wooden crate inside it can be destroyed. Go ahead and break it to pieces to find the Bayonet on the ground inside it. The container is to the right of the guardrail, between the two "Stay in Lane" signs.

*The Mk1 Lancer was the standard infantry assault weapon for COG forces during the later decades of the Pendulum Wars, undergoing very few modifications because of its reliability and its tolerance of a wide range of climatic conditions.*

*Its broad, serrated bayonet—famed for its intimidating effect on UIR forces—was replaced by an integral chainsaw in the Mk2 Lancer after operational experience against Locust. While the blade-type bayonet was effective against human enemies, it had difficulty penetrating the thick hide of Locust and was prone to snapping. The chainsaw modification, designed by Professor Adam Fenix a year after Emergence, was inspired by Private Tai Kaliso of 26 RTI successfully using a chainsaw to kill a Locust drone.*

*While the Mk2 Lancer resembles the Mk1 externally, an almost complete redesign was necessary to accommodate the cutting chain and drive mechanism.*

*(From "Small Arms of the Coalition," page 28.)*

## RECOVERED COG TAGS #5



**CHAPTER 6:** Hanging by a Thread

**LOCATION:** Clear out the Locust from within the darkened lower deck area. Then wind through the shacks behind the turret and around the barriers. Step out onto the right-hand walkway on the edge of the bridge. Descend the ladder here to the catwalk suspended below the bridge. Follow the path around to the COG Tag. You can also pick up this COG Tag after you descend the ladder on the left-hand side of the bridge.

## THE SIGHTS OF SERA



**CHAPTER 6:** Hanging by a Thread

**LOCATION:** Climb the ladders to the upper bridge deck one final time, but don't head off to fight more Locust just yet! First, find this handy sightseeing guide in the other direction. Turn around to face the ladder you climbed, and walk to the left to find the collectible.

*No journey through Hanover is complete without a trek across Centennial Bridge, the longest suspension bridge in Sera and one of Hanover's most iconic and breathtaking landmarks.*

*A masterwork of structural engineering, the bridge's most recognizable feature—four grand support pillars bearing the COG seal above intricately sculpted facades—is also the foundation of its incredible load capacity. Triple-wound cabling supports the bridge's two eight-lane decks, which have never budged, despite seasons of high winds and dozens of earthquakes in the decades since the bridge was built.*

*But why cruise by at highway speeds when you can see the bridge at your own pace? Plan your trip around Hanover's bustling annual festival (Bloom 24th to 26th), when the upper deck is closed to vehicles and pedestrians are free to walk the entire length of the bridge.*

*(From "The Sights of Sera," page 162.)*




## TOMATOES: A BEGINNER'S GUIDE




**CHAPTER 1:** Shipwreck

**LOCATION:** Cole doesn't need to go far to find the first collectible in this chapter. It's inside the red shipping container to the left of the Boltok and Gnasher pick-ups. Kick open the metal gate to access it.

*From seed to salad, the tomato is challenging for even the most experienced horticulturist, but the rewards are sweet indeed. Throughout history, numerous varieties of tomatoes have been cultivated for a broad range of applications. With the right equipment, tomatoes can even be used to brew a potent liquor.*

*Though it varies from plant to plant, under optimal conditions, you can expect your tomatoes to be ready for harvest in the early days of Bounty. Increase the likelihood of a rich yield by covering your younger plants overnight to protect them from frost, and water regularly during dry periods.*

*If the season's crop comes up short, don't despair. Every year is a step closer to that perfect garden, awash in vibrant reds and brilliant oranges, and the delicious rewards that follow. Just be prepared for an intense personal investment; it takes a lot of care and attention to shepherd a crop through the season.*

*(From "How to Grow Tomatoes," page 6.)*

## OCTUS MEDAL DIPLOMA



**CHAPTER 1:** Shipwreck

**LOCATION:** Locate the smoldering Raven near the coastline, near where the second wave of Locust attack. A deposit of debris from Marcus' cabin aboard the Sovereign has been planted in the ground, along with this memento of his father that he's kept.

*The Coalition of Ordered Governments*

*THE OCTUS MEDAL is hereby awarded to PROFESSOR ADAM FENIX in recognition of his outstanding contribution to ending global conflict and securing peace for all of Sera.*

*Tomas Dalyell*
*The Right Honorable Tomas Dalyell,*
*Chairman of the Coalition*
*5th day of Bloom, '92*

## CAPTAIN'S LOG



**CHAPTER 1:** Shipwreck

**LOCATION:** The Captain's Log is inside the wooden crate high atop the rocks, directly above the two Locust near the Longshot and Frag Grenades. Open fire on the wooden crate with the Lancer to cut it to pieces. The Captain's Log will fall to the ground.

*29th day of Bounty, 15 A.E.*

*The Gears and embarked civilians have adapted to the necessary routine of life on board a carrier better than I thought. Everyone is busy, and that's the key to a happy ship: efficiency and purpose. The growing population of chickens and livestock makes the hangar deck somewhat fragrant, but if the old wooden navy could endure keeping animals at sea, then so shall we in our age of steel.*

*Dispersing the survivors in smaller communities made sense in practical terms, but I still feel uneasy about it. I shouldn't; those people ashore are in competent hands. Communications with the Gorasni and the coastal settlements are still reliable, but I know I'll lose radio contact with Victor when the satellite finally fails. I fear I shall miss the old bugger when the Anvil Gate link goes down for the last time.*

*The Coalition is officially dead, but somehow our service identities are as strong as ever. Such is the bond of brothers—and sisters—in arms.*

*And, against all expectations, Major Reid is proving not to be the waste of oxygen most Gears believed him to be. I must tell Victor that when I can.*

*(Private journal of Captain Quentin Michaelson, OSC, AM, NCOG. Commanding Officer, CNV Sovereign.)*

## RECOVERED COG TAGS #6



**CHAPTER 1:** Shipwreck

**LOCATION:** You no doubt noticed the Crimson Omen painted on the shipping container while you lent fire support to Anya and Jace. The COG Tag is behind the containers to the left of the green smoke signal. It's on the ground in the corner, between the two containers nearest the water.

## RECOVERED COG TAGS #7



**CHAPTER 3:** Forced Entry

**LOCATION:** The only way to get this COG Tag is to successfully sneak into the compound via the side gate, without alerting the guards atop the ramparts. Once you're inside, locate the gated caves containing the Wild Tickers and note the baskets in the center. The COG Tag lies inside the basket on the ground. It's easy to miss, so look carefully.

## LOCUST HAMMER



**CHAPTER 4:** Trench Run

**LOCATION:** Navigate the trenches, running from bunker to bunker to escape the Mortar fire. Listen for the chime signaling that you've survived the attack, and start out the back side of the final bunker. Turn to the right and look behind the crates with the large pickaxe resting atop it. A collectible Locust Hammer is on the ground there. Baird will be pleased.

*Baird here. There's no more COG high command barking at me for fresh intel, but I figured I'd keep up with the research anyway. It's kinda turned into a hobby. Some people knit, but I like staring at creepy Locust runes and finger necklaces.*

*Anyhow, we stumbled across this hammer in the fresh trenches the grubs have been digging up. It looked a little too ornate to be just another common tool, probably made out of some expensive poly-alloy. If I'm reading this right, this is a ceremonial object—the fine china of Locust weaponry, you might say. Only to be used for very, very special occasions.*

*But here it is, reduced to just another tool in the woodshed to get a dirty job done. Essentially the Locust equivalent of some Gear wiping his ass with the Octus Canon.*

## QUEEN'S SYMBOL



**CHAPTER 5:** Hijack

**LOCATION:** Immediately turn to the right when you pass through the gate where the Boomer was (leading toward the turret). Kick open the gate to a small armory containing ammo and a Boomshot. It also includes this collectible Queen's Symbol lying on the ground.

*Baird here. Found some new evidence pretty much proving that the "beach bum"-lookin' Locust we're running into out here aren't part of some extended family—nope, these are the same grubs we flushed out of the Hollow way back when.*

*This chain we found has the Queen's seal…logo…thing. Whatever. I saw the same symbol on the corpses of Myrrah's personal guard. This ain't your everyday grub cannon fodder, and they're definitely not native to this area.*

*Gotta give 'em credit, though. Scavenging, adapting, rebuilding, no matter how wretched the conditions, hacking together whatever crappy excuse for a life they can manage. Sound familiar?*

## MANIFEST



**CHAPTER 6:** Airborne

**LOCATION:** Descend the ladder from the upper walkway. Go through the gate, out into the street where the Reavers were landing. Make your way to the left end, toward the crashed truck near the fire. The Manifest is on the street near the front of the truck.

*Yep, it's your old pal Baird, back with another rip-roaring adventure in Locust social studies. If I learned anything living on that rusting crap-heap carrier, it's that nothing screams "we're hosed" like a sudden interest in strict resource management. The less you've got, the more precious whatever's left suddenly becomes—even if it's the last few century-old cans of rancid baked beans in the galley. (Whoever took my stash is gonna pay.)*

*But I guess we're not the only ones tightening the ol' belt. According to this manifest, the grubs are adhering to some pretty rigid rationing protocol. They're tracking each shipment of cargo with a level of scrutiny that'd make Michaelson's head spin, and that's saying something. Best of all, any grubs caught taking more than their fair share is executed on sight. Times are tight.*

*Man, it's gonna be twice as satisfying to blow their crap up knowing all that. Who says research can't be fun?*

## RECOVERED COG TAGS #8



**CHAPTER 6:** Airborne

**LOCATION:** Ascend the stairs across the street to the upper landing, where the Palace Guards were staging their attack. Walk behind the orange container to the right, and up to the room straight ahead. Note the Crimson Omen on the wall. The COG Tag is on the floor just inside the room to the right of the Crimson Omen.




## ANVIL GATE PLAQUE



**CHAPTER 1:** Unbreakable

**LOCATION:** The first of the three collectibles is on the wall directly behind Marcus at the start of the chapter. It's the Anvil Gate Plaque to the right of the cabinet with the Lancers in it. It serves to memorialize all those who came—and died—before you.

*To the immortal memory of the Gears and civilians who held the Anvegad Garrison during the siege of 32 B.E. in the war against the Union of Independent Republics.*

*Prince Ozore's Artillery*
*2nd Bn. Royal Ephyra Engineers*
*26th Royal Tyran Infantry*
*Pesanga Brigade of Rifles*

*"I will forsake the life I had before so that I may perform my duty as long as I am needed."*

## WATERCOLOR PAINTING



**CHAPTER 1:** Unbreakable

**LOCATION:** Either set of stairs eventually leads you to the front gate, but only the right-hand stairs lead to the Stranded living area where the next collectible is. Follow the right-hand path to the living quarters up the stairs on the right, and inspect the massive Watercolor Painting on the wall near the candle.

*Fifth Dawn at Anvegad*
*Captain R. F. Sander, AM*
*Watercolor on cardstock*

## SAM'S FATHER'S MEDALS



**CHAPTER 1:** Unbreakable

**LOCATION:** Continue along the upper-right walkway, past the Stranded living quarters, across the catwalk where the Vulcan is. Proceed straight into the wooden structure where the flaming barrel and ammo crates are. Pick up the stack of medals and death certificate in the corner before you advance to the front gate.

*26 RTI HQ*
*Pomeroy Barracks*
*South Ephyra*
*Sergeant Samuel K. Byrne, Connaught Platoon.*

*Dear Mrs. Byrne,*

*It is with the greatest regret that I have to inform you of the death of your husband during the defense of Anvil Gate Garrison at Anvegad, Kashkur.*

*Sgt. Byrne conducted himself with courage in the highest traditions of the regiment, and his actions enabled Coalition forces to hold the garrison, thereby preventing the UIR from invading Kashkur.*

*I hope it will comfort you at this difficult time to know that your husband is to be awarded the Sovereign's Medal for gallantry.*

*Yours respectfully,*

*R J Le Marcha*
*Lieutenant Colonel*
*26 RTI*

## RECOVERED COG TAGS #9



**CHAPTER 2:** Rescue

**LOCATION:** The COG Tag is on the courtyard's left side (as viewed with your back to the main gate). Note the Crimson Omen on the wall just beyond the gate, and look to the ground near a metal barrel lying on its side. This is near the corner of the yard, close to the large wooden crates.

## JOURNAL



**CHAPTER 2:** Rescue

**LOCATION:** You have to take a moment to search for this collectible during the battle. Locate the large central structure in the yard, and run around it to the far side (from the starting point). Locate the small wooden alcove on its back side. The Journal is on the ground near the ammo crate.

*5th day of Bloom*

*Well, the grubs are around again. It's like they've got a schedule to keep to show they're still in business. Last night we finished off a few that were dumb enough to try getting near the walls. Dizzy came back with the supply convoy today and said he'd seen a couple on Bloodmounts heading south, which didn't bother anyone overmuch, but he also said they spotted Lambent stalks about seventy klicks from Mercy. Those things are creeping further inland all the time.*

*I can see why no army ever managed to capture the fort. The grubs can't even dig their way in. Once you shut the gates, you get that feeling that you can hold off anything. The Colonel's running the place like it's still a garrison, but that's kind of comforting. I mean, we're still at war, and it's a full-time job keeping everyone fed. Discipline's a good thing.*

*(From Dafyd Silvera's personal journal.)*

## PANICKED NOTE




**CHAPTER 4:** Ghost Town

**LOCATION:** Descend the stairs inside the building after you meet the crazy old man. Dom and Marcus discuss the view of the city of Char, where the Stranded there used to process their own fuel. More important is the Panicked Note collectible lying next to the Scorcher.

*STAY OUT!*

*NOT SAFE FOR HUMANS!! any actual people (not unpeople) coming to mercy should STAY AWAY because there is something REALLY WEIRD going on like some kind of CRAZY FEVER or SOME OTHER CRAP and im likely to SHOOT YOU if i cant tell you apart from those sickass freaks*

*Theyre not gonna stop unless i stop them!!!!*

## RECOVERED COG TAGS #10



**CHAPTER 4:** Ghost Town

**LOCATION:** You might spot the Crimson Omen beyond the deli counter. Hop over the counter and head out back to the alley where the dumpsters are. The COG Tag is on the ground behind the sandbags to the left.

## MESSAGE



**CHAPTER 5:** Brothers to the End

**LOCATION:** Climb the ladder to the balcony inside the town hall. Immediately turn left and proceed along the outer wall to the far left corner, past the benches, to where a Message has been left from the town's administers. The poor souls didn't have much time to act once the Imulsion sickness started to spread.

*It is time that we acknowledge what we're dealing with and determine a course of action. Whatever this sickness is, it is most certainly real, and spreading rapidly—at this rate, we'll be looking at a full-scale epidemic in a matter of weeks.*

*I'd like to discuss our options for quarantining the sick and disposing of the dead. It is vital that we isolate all infected citizens for everyone's safety, including their own.*

*Once that work is settled and the epidemic is contained, we may also consider conducting a town meeting to assuage the public's concerns. My first suggestion would be the town square, but please feel free to propose any alternatives you may have in mind.*

## AIR RAID SHELTER SIGN




**CHAPTER 5:** Brothers to the End

**LOCATION:** Cut through the boards to enter the cave beneath the church, and drop down off the ledge. The path to the elevator goes right, but a collectible is back up the path to the left. Climb up the ledge and inspect the sign on the left.

*AIR RAID SHELTER MERCY A37*
*MAXIMUM PERSONS 250*

*The following precautions are for your safety and well-being:*

1. *Do not leave this shelter until you hear the all-clear siren.*
2. *Do not leave litter, especially food—it encourages flies and vermin.*
3. *Keep the ventilators open for fresh air unless a chemical alert is in progress.*
4. *Keep all bedding within the bay lines to allow unimpeded access.*
5. *Remove all bedding from the shelter for airing.*
6. *Do not smoke.*
7. *Keep noise to a minimum—consider your neighbors.*

*By order of the Secretary for Civil Defense, Coalition of Ordered Governments.*



## RECOVERED COG TAGS #11



**CHAPTER 1:** Ashes to Ashes

**LOCATION:** The building atop the hill off to the left with the flaming barrel has a Crimson Omen painted high on its wall. Walk around the shipping container in the street to enter the back of the building. An upturned shipping container is there. Walk around behind it to find the COG Tag.

## JOURNAL



**CHAPTER 2:** Crater

**LOCATION:** This collectible is easy to miss in your rush to retrieve the fuel and save Dizzy. It's right near the start of the chapter. Descend the steps outside Griffin's tower, and kick open the door on the right to find a Journal lying on the ground.

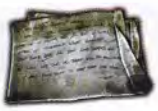
*Going on six hours with no sign of the crew that got sent off on today's fuel run. No cable-car, neither. I got a funny feeling that the boss is gonna want to get rolling on a search and rescue op. For the fuel, I mean, because who gives a crap about the guys getting mauled to death by the Lambent, am I right?*

*But that's how guys like Griffin tick. He's used to being in charge. I cringe every time the dude calls us "employees," like we're still drawing a wage and health benefits. He acts like he cares, but tell that to all the guys we've lost carrying out his orders. The others are looking at me like I'm the walking dead. I get the sense I'm next in line.*

*I wonder if the COG is still conscripting. Can't imagine it being more hazardous to my health than working for Griffin Imulsion.*

*(From Miles Carver's personal journal.)*

## FUEL ORDER



**CHAPTER 3:** Hang 'em High

**LOCATION:** Continue circling around the roof, past the trench and the stairs leading inside as far as you can go. You can see the corpse of a Griffin employee slumped against the barricade in the corner. The Fuel Order and a Retro Lancer are on the ground beside him.

*Hey Hondo, Griffin here.*

*I need another batch like 5 minutes ago! Cook up 13 gallons and I'll send a runner after it tomorrow night.*

*Remember to keep the blend ABOVE 26! You send me any more of whatever weak mix we got last time and I'll be up in your ass. I need to keep these sleds moving.*

*-Grif*

## OLD MAGAZINE



**CHAPTER 3:** Hang 'em High

**LOCATION:** Griffin had tossed an Old Magazine under the furniture in his office. The cover features his experiences atop Griffin Imulsion Corporation's corporate hierarchy. Take the Lancer's chainsaw to the right couch (as viewed facing the desk) to find the collectible. You might have to rummage a bit for it amongst the couch debris.

*Last week's explosion at a Lopus Energy-operated refinery outside Denava drew harsh criticism from Griffin Imulsion Corporation CEO Aaron Griffin.*

*"[***] amateurs," Griffin says. "I catch hell for being a tough boss, but you know how many men and women we've had killed on the job? None. And that's because I ain't trying to be anybody's friend. You either get it done right, or you find yourself another job."*

*"This is a competitive industry. Dangerous. Lot of bad [***] happens to good people on the job, lives and limbs on the line. Every CEO should work a decade on a fuel rig, get familiar with the worst of it like I did. That right there is the only business education you'll ever need."*

*"If they're not afraid of you, you're doing it wrong. On the other side of the coin, y'know, they gotta like you just enough to stick around. My employees ain't my friends—they're my family. Tough love."*

## CLIPPING




**CHAPTER 4:** Batten Down the Hatches

**LOCATION:** Face the back of the shipyard near the second hangar. Locate the blue container with the COG logo on the right. Head around behind this container to find an alcove with a Frag Grenade and this collectible, a remnant of an old tabloid magazine about missing scientists.

*GOV'T SOURCE: MISSING SCIENTIST MAY HAVE DEFECTED*

*Coalition officials suspect that a recently vanished scientist may have defected to the Union of Independent Republics, a government source has revealed to Dispute.*

*Speaking on the condition of anonymity, the source further disclosed that investigators have found no leads in the search for Dr. Gabrielle Ornar, 31, reported missing eight days ago. The researcher is the third Tyran scientist to vanish under mysterious circumstances in two years.*

*"Frankly, they've never seen a trail this cold," the source said. "No evidence of foul play, no disputes, no prints or signs of coercion. Kidnappings are never this clean. If she was taken, she didn't fight back."*

*Ornar, a rising star in the field of theoretical physics, was last seen in her car leaving a wedding reception in downtown Jacinto. The vehicle was later discovered abandoned in an alleyway six blocks away.*

*Our source could not confirm whether the COG has any evidence of UIR subversion, but said that officials have "good reason" to investigate further.*

*"Officially we have no comment. But we're not blind. If Ornar is a traitor, I don't see why we should waste another minute looking for her. Same goes for the others."*

*COG officials have urged citizens with information regarding the whereabouts of any missing persons to contact investigators immediately.*

## BULLETIN



**CHAPTER 5:** Bon Voyage

**LOCATION:** Descend the steps in the maintenance bay toward the hulk of a decommissioned hull. Turn left to enter the storage area. Round the corner to locate this Bulletin, alerting the workers at the shipyard to expedite their preparations.

*From: Captain Octavia Findlay, COG NS Endeavour*

*NOTICE TO ALL EMPLOYEES*

*The frequency of Locust incursions into the Endeavour area requires me to bring forward the closure of this shipyard by two months. This means that your decommissioning and removal schedules have been accelerated. In the event that we fail to meet these objectives by the time COG Command gives fifty-two (52) hours' notice of evacuation, the following emergency measures will take place.*

*1. All non-removable IT systems are to be disabled by the physical destruction of servers and drives.*
*2. Any remaining vessels in seaworthy condition are to be disabled, either by destruction of propulsion systems or by scuttling.*
*3. All fuel remaining in storage is to be drawn and burned off or dumped into Basin A6.*
*4. All classified engineering documentation is to be destroyed by controlled burning.*

*Every item that you leave intact is a windfall for the enemy. It is essential that we leave behind nothing that can be used against our own forces.*

## RECOVERED COG TAGS #12



**CHAPTER 5:** Bon Voyage

**LOCATION:** Defeat the enemies in the area, and then cross the remnants of the decommissioned vessel. Keep your eyes peeled for a Crimson Omen on a container to the right. Descend the steps and loop around the side of the hangar. Search the area behind the containers to find this hidden COG Tag.

## MAINTENANCE MANUAL



**CHAPTER 5:** Bon Voyage

**LOCATION:** Enter the office atop the stairs just inside the third set of hangar doors to find this collectible on the floor to the left. Some ammo and Incendiary Grenades are also up here, along with a Vulcan.

*Date: Frost 25, 12 A.E.*

*SCHEDULE ACTIVITY NUMBER: 69332/A*

*WORK LOCATION: D Flotilla Submarine Facility, North Rail Jetty*

*DESCRIPTION: Inspection of damaged main turbine, CNV Adamant*

*INSPECTIONS CONDUCTED/ SAFETY ACTION TAKEN: Following blade breakage after dye penetration testing revealed no flaws, ultrasound tests show extensive microfractures in shaft and blades. (Test images filed with DoO NS. Ref as above.)*

*REMARKS: Dye penetration testing is not adequate to detect the extent of metal fatigue in this type of turbine. If ultrasound had been used earlier, the damage could have been detected before the microfractures became widespread. The entire unit is beyond repair and now needs to be replaced.*





## PAMPHLET




**CHAPTER 1:** Home Away from Home

**LOCATION:** Welcome to Azura! Your contributions and value to society have deemed you worthy of being hand-picked to live out your life in this island paradise, free of the Locust. Or so they thought... Read all about the joys of life on Azura by locating this Pamphlet. It's on the floor at the left end of the hall atop the stairs. Be sure to pick it up before you kill the last of the enemies, either before or after the train arrives.

*Welcome to Azura, a haven of security, stability and comfort for humanity's most precious resource: you. Like all of Azura's citizens, you have been selected for your outstanding contributions to society. Undoubtedly, you have many questions.*

*What is Azura? This island, isolated and hidden from the troubles of the mainland, was developed to protect and allow society's greatest minds to continue their work, free from fear or peril. When the war is over, the combined efforts of this community of Azura will be the shining beacon by which we shall lead humanity out of the darkness. You will be the architects of a grand reconstruction.*

*We understand how difficult it has been to leave behind everything and everyone you knew, and that you will often feel disoriented and question your purpose here. This is not a prison, but a haven. To reduce your anxiety, we have worked to make your stay here as pleasant and stress-free as possible. You have access to state of the art recreational facilities and the complete cultural archives of humanity in our six libraries. You will enjoy the very highest standards of cuisine. See your orientation materials for more information.*

*We highly recommend the "Welcome to Azura" day spa and counseling session to prepare you for your stay here. If you require any assistance with stress or insomnia, several sedation options are available from our trained and professional medical staff.*

*No matter what fate befalls the rest of the world, Azura—and its citizens—will carry on. Your diligent work ensures the enduring survival of mankind. Thank you for the sacrifice you have made in joining us.*

## ASSAULT PLANS



**CHAPTER 1:** Home Away from Home

**LOCATION:** You need the Silverback to get this collectible. Go ahead and reload the last checkpoint if you happened to lose it before you entered the cave. Note the heavy wrought-iron gate inside the cave—it's far too sturdy for Marcus to kick open, but the Silverback can handle it. Kick the gate down, exit the Silverback, and locate the Assault Plans in the back corner of this small side cave. Baird put a lot of effort into detailing the Locust's intentions in this document; the least you can do is read it...

*Baird here. The Locust have big plans for this island. It starts with a pretty elaborate trenching and defensive setup, which we've already seen. It ends with—actually, it doesn't. They're digging in for the long haul, and directing what looks like the majority of their remaining resources toward this new HQ.*

*The way they see it, Azura is the ultimate vacation destination to wait out the end of the world, and they're absolutely right. The terrain was chosen for its capacity to support a massive defensive effort. And unless the Lambent plan on mutating some pulsing vestigial organ that doubles as a life preserver, the island thing is obviously a big plus, especially with that Maelstrom device to keep 'em cozy.*

*One last thing. Anybody paying attention by now knows that we shot ourselves in the ass, right? We can crap on the Locust all we want, but at the end of the day it was our favorite sport of trying to annihilate one another that gave the grubs what they needed to finish the job. So, children, what have we learned?*

*Screw it. Nobody's reading this crap anyway.*

## RECOVERED COG TAGS #13



**CHAPTER 2:** Blackout

**LOCATION:** Climb aboard the Silverback before you get onto the freight elevator and ride it to the storage floor. Head down hallway number three and enter the un-gated storage area on the left. Note the Crimson Omen on the left. Use the Silverback to kick down the nearby door to find the COG Tag. Weapon racks with Boomshots and Lancers are also inside.

## SCHEMATICS



**CHAPTER 2:** Blackout

**LOCATION:** The Schematics are hidden in this lobby, in a safe secreted away behind one of the paintings hanging on the wall. Locate the red button behind the desk facing the elevator. Press it to make the painting on the right move aside. Approach the safe, and it automatically opens to reveal the blueprints for the Maelstrom Facility.

*Mr. Chairman,*

*In an effort to elaborate on previous discussions regarding the ongoing maintenance of the Adaptive Atmospheric Manipulation System ("MAELSTROM"), I have attached schematics outlining the basic operations of the device and projected potential issues over the next two years. Though we anticipate relatively light use over the near term, operations protocol mandates that we prepare for extended periods of continuous use of the Maelstrom system.*

*As mentioned earlier, diagnostics of the microwave radiation satellite array have come back clean. Maelstrom's terrestrial operations facility, on the other hand, will require the same regular maintenance as it has since it was deployed. See sheets A-26 through A-31 for specifics.*

*Thanks to the extensive efforts of our team including additional assistance from Dr. Koenig, Dr. Hoshi, and Prof. Fenix, we have a general outline for necessary resources over the next two years.*

*Maelstrom has proven to be an effective pillar of our defensive systems on Azura. It pains me to issue this request when these resources are so obviously needed on the mainland; however, in keeping with priorities outlined by the COG, these defenses are crucial. Our recommendation is to continue support of Maelstrom indefinitely, or until such time as it is no longer required.*

## MONEY STACK



**CHAPTER 3:** Shattered Paradise

**LOCATION:** Enter Azura Tower and proceed down the hall to the left. Stop where the hall opens up to the lobby on the right. Note the floor tile that's slightly raised from the floor's surface. Inspect this tile to make Marcus spin around and smash it with his boot. This uncovers a hidden Money Stack.

*Alan,*

*Professor Fenix has called for help up in the tower. I'm heading that way now and I imagine you'll be coming along as well. Before you leave, get all the valuables into the safe and lock it down. We'll need it when this mess blows over.*

## DIARY



**CHAPTER 3:** Shattered Paradise

**LOCATION:** Climb the stairs to the circular sitting area that wraps around the tree. Head left around the tree, toward the ammo crate and Retro Lancer, to find a Diary lying atop the small table between the couches. This collectible offers a glimpse into the troubled lives of the Azura residents.

*Jason's off at the lab so much more often than when we first arrived. There was a time when I'd have seen that as a sign that he was cheating on me with one of those cute grant fellows he's got following him around. I don't really worry about that anymore.*

*He's staying late for the same reason that I'm keeping this stupid diary. We're grappling with something, but neither of us has the courage to acknowledge it. We lie awake in bed at night, sometimes for hours at a time, but we never say the words that are weighing us down, and becoming heavier every day.*

*We haven't heard anything about what's happening on the mainland. Nobody will tell us. And when we ask, they spout some nonsense about our luxurious spa this, our therapy center that, foie gras and wine this afternoon, or would we like something lighter?*

*It's guilt. What I feel is guilt. I am trapped in a cotton bathrobe hell while everyone we left behind dies at the hands of something that we just can't stop. I'm going to tell Jason about this when he gets home, and if there's any humanity left in him, he'll tell me the same thing. We'll choke the truth out of Prescott himself, if we have to.*

*(From Dr. Zoe Almsted's personal journal.)*

## RECOVERED COG TAGS #14



**CHAPTER 3:** Shattered Paradise

**LOCATION:** A COG Tag is on the floor in the area of the train station. It's at the far end of the hall opposite the door through which you enter. Climb the stairs on the right to bypass most of the enemies, descend on the other side, and continue across the room to find it.

## MEMORIAL ANNOUNCEMENT



**CHAPTER 4:** Threshold

**LOCATION:** Proceed to the far end of the hall, around the corner from where the mission begins. Inspect the marble bust on the pedestal to collect the Memorial Announcement about a resident's death. Will anybody be around to erect a statue for...

*Valued citizens of Azura,*

*It is with profound sadness that we inform you of the passing of Dr. Gabrielle Ornar, who died peacefully in her apartment yesterday. She was 78 years old. A dear friend and colleague, Gabrielle's work was vital to the collective efforts of this community. She will be missed, and her sacrifice will not be forgotten.*

*We would like to remind everyone that grief counseling is available 26 hours a day.*

*A memorial service in Dr. Ornar's honor will be held tomorrow, 19:00, in the west library. A variety of rare teas and delicious pastries will be served.*

## ANNOUNCEMENT




**CHAPTER 4:** Threshold

**LOCATION:** Step off the elevator after the ascent, and press the elevator call button to the right. This opens the left elevator car. Enter it to collect the Announcement poster attached to the elevator's back wall.

*Valued citizens of Azura,*

*Due to the detection of increased offshore activity, the Maelstrom generation array will remain active until further notice. Please remain indoors at all times unless absolutely necessary. When inside, secure all doors and windows. In case of emergency, contact your administrative agent for assistance.*

*Remember, you are Sera's most precious resource and the hope for humanity's future. Please help us ensure your safety by complying with all security bulletins and announcements.*

*Have a pleasant and productive day.*

## BROCHURE




**CHAPTER 5:** Ascension

**LOCATION:** You can find this high-gloss Brochure extolling the virtues of life on Azura on the lower floor, where Cole and Baird exit the elevator. Fight your way past the stairs leading up to the next floor, and descend to the lower one. Cross to the far side of the room opposite the stairs to find the Brochure on the floor behind the pillar.

*Upcoming Events at the West Library Multipurpose Hall*

*LECTURE — "Agronomic Engineering," Dr. Alex Mayfield*
*17th Day of Thaw, 1630-1830*

*In the second of four lectures on restoring fertility to Seran farmlands, Dr. Mayfield presents his team's latest findings in the search for effective soil restoration techniques. Topics of discussion include rapid desalination, nutrient restoration, and chemical contaminate neutralization, followed by a Q&A session.*

*ROUNDTABLE — "The Population Problem," Dr. Toru Hoshi*
*23rd Day of Thaw, 1500-1700*

*When the time comes for reconstruction, how will we best cope with potential population explosions in the absence of war? In this roundtable discussion moderated by Dr. Toru Hoshi, we shall discuss the ramifications of government-regulated family planning, resource management and distribution, and other possible pains of rebuilding civilization.*

## RECOVERED COG TAGS #15



**CHAPTER 5:** Ascension

**LOCATION:** After you exit the elevator, note the Crimson Omen on the wall in the maintenance floor's back-right corner. Use the Lancer's chainsaw to cut through the crates to locate a COG Tag on the floor behind them.

## FENIX RESEARCH



**CHAPTER 5:** Ascension

**LOCATION:** Don't rush out of the office immediately. Take a moment to have a look around. Locate the trunk near the telescope, and pick up the Fenix Research documents on it. This is the final collectible in the campaign. If you've found them all, congratulations!

*At the time of its discovery, there was no reason to believe that Imulsion was a living organism. It exhibited no observable characteristics typical of life: no response to stimuli, no apparent method of reproduction, and no metabolic process. It has since become clear that this is not the case.*

*Though our examinations were sound, the assumptions upon which they were based—our narrow definitions of life—were not. It is very definitely alive, mutagenic, and highly invasive.*

*Viewed in that light, Imulsion exhibits characteristics that resemble the structure and life cycle of many fungi. The bulk of the organism—in liquid form—is underground like a mycelium. The evidence of its existence that we have begun to observe on the surface in the form of stalks is the equivalent of fruiting bodies. Its periodic vapor-like emissions are perhaps best likened to spores. Its behavior is parasitic yet simultaneously viral: It not only colonizes its host, it also reproduces in the host at the cellular level. Its life cycle appears to be a long period of dormancy followed by accelerated activity before maturation, but I cannot establish whether it has existed on Sera since the first origins of life or if it somehow developed or was introduced during human history.*

*A successful parasite does not kill its host. Imulsion does. It may be inept, but I suspect the death of its host organisms—which appears to be every living thing on Sera, plant or animal—is part of its reproductive strategy, not an unfortunate side effect. Its high-energy content may be part of that.*

# RIBBONS

***Ribbons are awarded every round based on your performance. They are tracked over time, so you can compare Ribbon awards to see how your play style stacks up against your friends.***

## SPREES

| RIBBON | | DESCRIPTION | Modes |
|---|---|---|---|
|  | Killing Spree | 5 kills without dying | Beast, Versus |
|  | Rampage | 10 kills without dying | Beast, Versus |
|  | Unstoppable | 15 kills without dying | Beast, Versus |
|  | Invincible | 20 kills without dying | Beast, Versus |
|  | Godlike | 25 kills without dying | Beast, Versus |
|  | Clusterluck | Fragtastic - Grenade multi-kill | Arcade, Horde, Versus |
|  | Medic | Revive 5 mates in a round | Horde, Versus; not Arcade |
|  | Not So Fast | Kill an enemy that is executing a teammate | Arcade, Beast, Horde, Versus |
|  | Negotiations Over | Headshot enemy who is holding a meatshield | Versus |
|  | Hat Trick | Get 3 headshots in a row | Arcade, Versus |
|  | LumberJack | 3 Chainsaw kills in a row | Arcade, Versus |
|  | Charge | 3 Retro Lancer kills in a row | Arcade, Versus |
|  | Helping Hand | 5 Assists in a round | Versus |
|  | Downer | 5 DBNOs in a round | Versus |

## WEAPON & STYLE

| RIBBON | | DESCRIPTION | MODES |
|---|---|---|---|
|  | First! | First kill | Beast, Horde, Versus |
|  | Coup de Grace | Execute last enemy to win the round | Beast, Horde, Versus |
|  | Swift Vengeance | Revenge kill someone who just killed you | Versus |
|  | Military Intelligence | Y-Mark 5 people who are then killed by someone else within 10 seconds | Beast, Horde, Versus |
|  | Nemesis | Become a nemesis | Versus |
|  | Retribution | Kill your nemesis | Versus |
|  | Final Word | Last kill | Horde, Versus |
|  | Grenade Hug | Kill someone while grenade-tagged | Beast, Versus |
|  | No Smoking | Kill an opponent with a Smoke Grenade | Beast, Horde, Versus |
|  | Roadblock | Kill someone with Sawed-Off who is bayonet charging | Versus |

# WEAPON & STYLE (CONTINUED)

| RIBBON | DESCRIPTION | MODES |
|---|---|---|
| Oscar Mike | Headshot an enemy who is roadie running | Arcade, Beast, Horde, Versus |
| The Super | Headshot an enemy who is evading (or swat) | Arcade, Beast, Horde, Versus |
| Death from Beyond | Kill an enemy after you're already dead | Arcade, Beast, Horde, Versus |
| Death from Below | Grenade martyrdom kill | Arcade, Beast, Horde, Versus |
| Death from Above | Hammer of Dawn - Multiple kills in one shot | Arcade, Horde, Versus |
| Mortarfied | Mortar - Multiple kills in one shot | Arcade, Horde, Versus |
| Ole! | Grenade tag an enemy who is Retro charging | Beast, Versus |
| Kaboom! | Sawed-Off - Multiple kills in one shot | Arcade, Horde, Versus |
| Boombardier | Boomshot - Multiple kills in one shot | Arcade, Beast, Horde, Versus |
| Trick Shot | Torque Bow - head decap double kill | Arcade, Horde, Versus |
| Hail Mary | Boomshot - Kill from a long distance (200ft / 3200UU) | Arcade, Beast, Horde, Versus |
| Sapper Star | Shooting an enemy's planted grenade and kill them in the process | Beast, Versus |
| FIFO | First person killed in a match | Beast, Versus |
| Last Man Out | Last man standing on your team | Horde, Versus |
| Unlucky Bastard | Be the only person killed on your team for a given round | Horde, Versus |
| The Double | Double Kill - Kill 2 opponents within 4 seconds of each other | Beast, Versus |
| The Triple | Triple Kill - Kill 3 opponents within 4 seconds of each other | Beast, Versus |
| The Quad | Quadruple Kill - Kill 4 opponents within 4 seconds of each other | Beast, Versus |
| The Quinn | Quintuple Kill - Kill 5 opponents within 4 seconds of each other | Beast, Versus |
| Special Delivery | Kill an opponent with a bag-n-tag | Arcade, Beast, Horde, Versus |
| No, Wait! | Kill an opponent that is reloading | Beast, Horde, Versus |
| So Close | Killed within +/- 1 second of self-reviving (about to or just got up) | Beast, Horde, Versus |



# VERSUS MODE

| RIBBON | | DESCRIPTION | MODES |
|---|---|---|---|
|  | Clutch | As last man alive, kill 3 or more enemies to win round | Versus |
|  | Better Man | Win a sudden death | Versus |
|  | Untouchable | Never captured as a Leader in a round | Versus |
|  | Captiv-ating | Capture the Leader in a round | Versus |
|  | Lead by Example | Kill five enemies as a Leader in a round | Versus |
|  | Want Something Done | Capture the enemy Leader while playing as the Leader. | Versus |
|  | Survivor | Self-revive multiple times in a round | Beast, Versus |
|  | Top of the Hill | Kill 5 opponents from inside the hill | Versus |
|  | Ring King | Capture the hill 3 or more times in a round | Versus |
|  | Ring Breaker | Break enemy hill 3 or more times in a round | Versus |
|  | Dead Ringer | Win a round of King of the Hill by shutting out the other team | Versus |
|  | Sacrifice | Break ring while alone and DBNO | Versus |
|  | MVP | Most points in a match (regardless of team) | Horde, Versus |
|  | First to Fight | First kill in every round of a match | Beast, Versus |
|  | Final Word | Last kill in every round | Beast, Versus |
|  | Evasive | Least amount of damage taken in a match | Beast, Horde, Versus |
|  | Methodical | 5 Executions in a round | Versus |
|  | Smooth Operator | Highest K/D ratio in match | Versus |
|  | Vigilant | Win a game without dying with at least 10 kills | Versus |
|  | Executioner | Most executions in a match | Versus |
|  | Buttoned Up | Most time in cover | Horde, Versus |
|  | Contender | Most melee hits | Horde, Versus |
|  | Spray and Pray | Most blind fire kills | Horde, Versus |
|  | Headhunter | Most headshots | Horde, Versus |
|  | Team Player | Most assists | Beast, Horde, Versus |
|  | Solid | Positive K/D | Versus |
|  | Clear! | Most revives | Beast, Horde, Versus |
|  | Grenadier | Most grenade kills | Horde, Versus |
|  | Pistoleer | Most pistol kills | Horde, Versus |
|  | Quick Clips | Most Perfect Reloads | Beast, Horde, Versus |
|  | Tough Guy | Fewest deaths | Horde, Versus |
|  | Never Had a Chance | Skunk other team, win every round | Versus |
|  | Rough Day | Die the most | Beast, Horde, Versus |
|  | Well Protected | Most revived by your teammates | Horde, Versus |

# VERSUS MODE (CONTINUED)

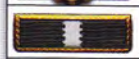
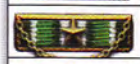
| RIBBON | | DESCRIPTION | MODES |
|---|---|---|---|
| | More Guts than Skill | Most suicides (at least 3 minimum) | Beast, Horde, Versus |
| | Carmine's Star | Most headshot victims | Versus |
| | Guys? Hello? | Most time DBNO | Arcade, Horde, Versus |
| | Under the Radar | Earn no other medals this match | Versus |
| | Pacifist | More revives than kills | Versus |
| | Stay Down | More downs than kills | Versus |
| | Never Surrender | Come from behind to win match (team score was 0 when the other team was one away from winning) | Versus |
| | Rear Guard | Survive every round of a Wingman match | Versus |
| | Secret Service | Most Leader rescues | Versus |
| | Eye on the Prize | Most points earned from the hill objective | Versus |
| | Avenged | Wingman - kill the person who killed your partner | Versus |



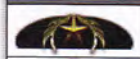
# BEAST MODE

| RIBBON | | DESCRIPTION | MODES |
|---|---|---|---|
| | Pop Goes the Weasel | As a Ticker, blow up 3 enemies at once | Beast |
| | Indigestion | As a Wild Ticker, kill an enemy with a swallowed grenade | Beast |
| | Monkey-Dog | As a Wretch, multiple enemies that you stun die at once | Beast |
| | Meatshop | As a Butcher, kill 4 humans without dying | Beast |
| | Team Shaman | As a Kantus, heal 4 teammates at once | Beast |
| | Team Savior | As a Kantus, revive 3 teammates at once | Beast |
| | Pillager | Destroy 5 fortifications in a round | Beast |
| | Test Driver | Spawn as 5 different Locust in a round | Beast |
| | Antihero | Kill 5 different Heroes in a round | Beast |
| | Ready for the Heavies | Unlock the final row of Locust | Beast |
| | Just in Time | Kill the last human with 1 second left on the clock | Beast |

# HORDE MODE

| RIBBON | | DESCRIPTION | MODES |
|---|---|---|---|
|  | Long Hauler | Complete all 50 waves | Horde |
|  | Point Man | Earn the most cash in the wave | Horde |
|  | Combat Engineer | Build/Repair/Upgrade 5 fortifications during deployment | Horde |
|  | Founder | Purchase a flag, establish a base | Horde |
|  | Financier | Gave away $5000 to teammates | Horde |
|  | Reconnaisance | Spot 3 weapons while dead that are picked up | Horde |
|  | Observer | Survive the wave with no kills | Horde |
|  | Phat Loot | Complete a Horde wave challenge objective | Horde |
|  | Last Hope | Finish the wave as the last one alive | Horde |
|  | Go on Without Me | Complete the wave as the only one dead | Horde |
|  | High ROI | Get 5 kills with a weapon you paid for | Horde |
|  | I Gotcha | Revive all four of your teammates in one wave | Horde |
|  | Like a Boss | Complete a boss wave without going DBNO or dying | Horde |
|  | Rope-a-Dope | Kill 3 enemies in a wave that are attacking a decoy | Horde |

# ARCADE MODE

| RIBBON | | DESCRIPTION | MODES |
|---|---|---|---|
|  | Botanist | Shoot 5 Lambent Pods in a chapter | Arcade |
|  | Mech Jockey | Kill 10 enemies with a Silverback | Arcade, Horde |
|  | Flyswatter | Kill 5 Shriekers in a chapter or wave | Arcade, Horde |
|  | Quick Kicker | Kick 5 small enemies (Polyps, Tickers, Naked Tickers) in a chapter or wave | Arcade, Horde |
|  | Pull! | Kill ground-bursting enemy in the air | Arcade |
|  | Dewormer | Kill 3 Lambent Headsnakes in a chapter/wave | Arcade, Horde |
|  | Pruner | Sever 5 Lambent Mutant arms in a chapter/wave | Arcade, Horde |
|  | Pig Sticker | Retro charge 4 Formers in one charge | Arcade, Horde |
|  | Ace | Most kills | Arcade |
|  | Hand Holder | Most revives | Arcade |
|  | Wingman | Most assists | Arcade |
|  | Stockpiler | Most ammo packs taken (excluding stockpiles) | Arcade |
|  | Conservationist | Least ammo packs taken (excluding stockpiles) | Arcade |
|  | Number 1 | Top scorer | Arcade |
|  | Priority Target | Highest score for a single kill | Arcade |
|  | On Your Feet, Soldier | Complete chapter without going DBNO | Arcade |

# MEDALS

***Medals are your long-term reward for experience. You can choose a Medal to act as your icon for multiplayer matches, to show off your proficiency with a specific weapon, or your skill at a certain type of gameplay. Most medals have four levels: Bronze, Silver, Gold, and Onyx. We split up the medals by the game mode that you must play to earn them.***

## MULTIPLE MODES

| MEDAL | HOW TO EARN |
|---|---|
| Beta Tester | Participated in the Beta |
| War Supporter | Play in 5/10/20/30 *Gears of War 3* special events |
| Active Reloader | Perform 500/2,500/10,000/25,000 Perfect Reloads |
| Field Service | Attain 25/50/75/100 level |
| Seriously | Earn Seriously 3.0 achievement |
| Embry Star | Achieve Onyx medals in 30 different categories |
| Old Guard | Earn the Veteran Gear achievement from *Gears of War 2* |

## VERSUS MEDALS

| MEDAL | HOW TO EARN |
|---|---|
| It Has Begun | Complete one VS match |
| MVP | Earn 5/25/100/500 MVP ribbons |
| Veteran | Play 100/500/2,000/4,000 matches |
| Match Winner | Win 50/250/1,000/3,000 matches |
| Headshot | Perform 100/300/1500/4000 headshots |
| Heavy Weapons | Take out 100/500/2,000/6,000 enemies with heavy weapons |
| Explosives | Take out 100/500/2,000/6,000 enemies with explosives |
| Finisher | Perform 100/500/2,000/6,000 execution kills |
| Skunker | Skunk other team 25/100/500/2500 times |
| Leader | Earn the Untouchable Ribbon 25/100/500/1,500 times |
| Abductor | Capture 500 enemy Leaders |
| Captor | Kill 50 enemies with a captive 50/200/500/1000 |
| Assistant | Reach 125/500/2000/5000 assists |
| Medic | Perform 50/250/600/1,200 revives |
| Lancer | Take out 100/500/2,000/6,000 enemies with the Lancer |
| Hammerburst | Take out 100/500/2,000/6,000 enemies with the Hammerburst |
| Retro Lancer | Take out 100/500/2,000/6,000 enemies with the Retro Lancer |

## VERSUS MEDALS (CONTINUED)

| MEDAL | HOW TO EARN |
|---|---|
| Gnasher | Take out 100/500/2,000/6,000 enemies with the Gnasher |
| Sawed-Off | Take out 100/500/2,000/6,000 enemies with the Sawed-Off |
| Pistols | Take out 100/500/2,000/6,000 enemies with the pistols |
| Spotter | Spot 250/1,000/5,000/12,000 enemies |
| Pyro | Burn 50/300/1,000/3,000 enemies |
| Cover | Earn 10/50/200/600 Buttoned Up Ribbons |
| Sapper | Destroy 10/50/200/1000 enemy grenades |
| Guardian | Save 50/250/600/1200 leaders from capture |
| Capture the Leader | Play 100/300/1,000/3,000 matches |
| King of the Hill | Play 100/300/1,000/3,000 matches |
| Warzone | Play 100/300/1,000/3,000 matches |
| Execution | Play 100/300/1,000/3,000 matches |
| Team Death Match | Play 100/300/1,000/3,000 matches |
| Wingman | Play 100/300/1,000/3,000 matches |
| Allfather | Least common denominator of all 6 "mode types" medals |
| Master at Arms | Least common denominator of all 5 "starting primary/secondary weapons" medals |
| Rifleman | Least common denominator of all 3 "starting rifles" medals |
| Hard Target | Last Man Out Ribbon on 100/300/1,000/3,000 rounds |
| Vengeful | Individual face punches to 75/150/300/500 enemy nemesis |
| Shock Trooper | First Blood Ribbon in 100/300/1,000/3,000 rounds |
| Old Schooler | Curb-stomp 50/250/1000/3000 people |
| Battle Mistress | Play a female character in 25/100/500/1000 matches |
| Sovereign | Win 25/100/250/500 CTL rounds as Leader |
| Special Teams | Use picked-up weapons for 100/500/2,000/6,000 kills |

# BEAST MEDALS

| MEDAL | | HOW TO EARN |
|---|---|---|
| | I'm a Beast! | Complete all 12 waves of Beast on Casual, Normal, Hardcore, and Insane difficulties (cannot fail any wave) |
| | Beastly | Complete 60/180/360/600 waves of Beast |
| | Motivator | Heal/revive 250/300/750/1,500 teammates |
| | Dismantler | Destroy 150/500/1,500/3,000 fortifications |
| | Ruthless | Kill 125/325/650/1,100 humans |
| | Investor | Earn 100,000/250,000/500,000/1,000,000 tokens |
| | High Roller | Ready for Heavies Ribbon 5/15/35/75 times |

# ARCADE MEDALS

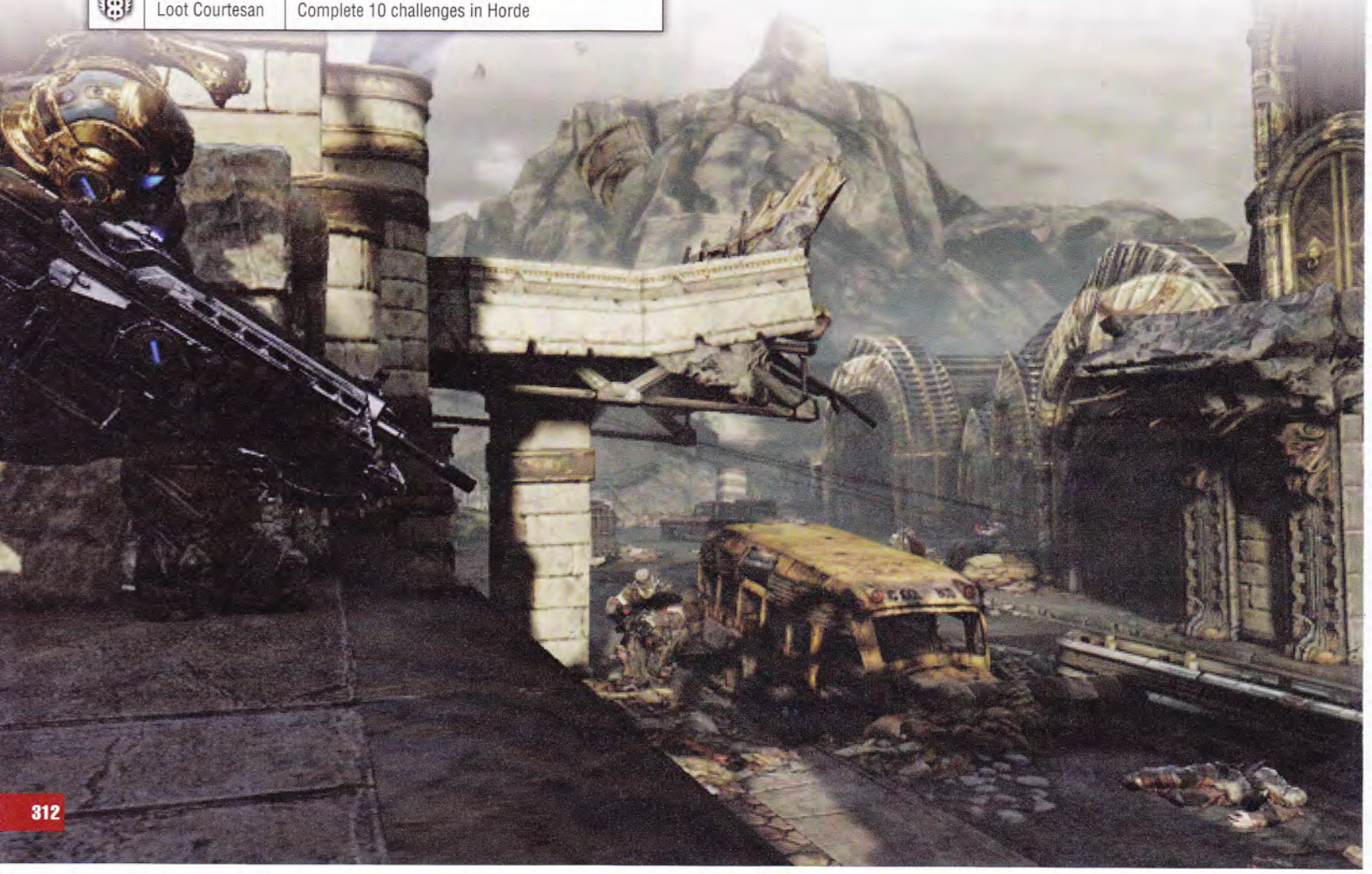
| MEDAL | | HOW TO EARN |
|---|---|---|
| | King of COG | Earn 1,000,000/2,000,000/5,000,000/7,500,000 total points in Arcade mode |
| | Number 1 | Earn the Number 1 Ribbon 20/60/120/240 times |
| | Warmonger | Complete Arcade campaign on Casual, Normal, Hardcore, and Insane difficulties |
| | Force Multiplier | Complete 10/30/60/100 chapters with a multiplier at its max, x10 (cumulative, not consecutive) |
| | Survivalist | Complete 10 chapters without dying |
| | Afficionado | 50/150/300/500 number of chapters played in Arcade |
| | Doorman | 200/500/1,000/2,000 doors opened/buttons pushed/wheels turned, etc. |

# HORDE MEDALS

| MEDAL | | HOW TO EARN |
|---|---|---|
| | For the Horde | Complete all 50 waves of Horde on Casual, Normal, Hardcore, and Insane difficulties |
| | Horder | Complete 100/500/1,000/2,000 waves of Horde |
| | Architect | Founder Ribbon 10/50/150/300 times |
| | Squad Leader | Pointman Ribbon 50/150/300/500 times |
| | Field Engineer | Repair, Upgrade, or Build 100/250/500/1000 fortifications |
| | Big Money | Earn 100,000/500,000/1,000,000/5,000,000 cash |
| | Loot Courtesan | Complete 10 challenges in Horde |

# CAMPAIGN MEDAL

| MEDAL | | HOW TO EARN |
|---|---|---|
| | Tour of Duty | Complete the campaign in Casual, Normal, Hardcore, and Insane difficulties |



# MUTATORS

***Mutators are special rules that can have...unusual effects on the battlefield.***

***Ranging from flowers for blood to giant heads, these effects are generally not especially serious. They're just for fun, to add a bit of spice or silliness to your matches. You can enable Mutators for private matches, or watch for playlists from Epic when they turn them on for special events and holidays.***

## EASY

These Mutators give you an easier time in the game.

| MUTATOR | DESCRIPTION | How to Unlock |
|---|---|---|
| Comet | When you Roadie Run, you build up energy until you ignite into a fireball that you can unleash on impacting enemies. | Gold "Shock Trooper" medal. (Versus mode) |
| Instagib Melee | Melee causes instant death. | Kill 200 enemies while playing a Wretch in Beast (Beast mode) |
| Super Reload | Easier Active Reloads. | Bronze "Master at Arms" Medal (Versus mode) |
| Infinite Ammo | Unlimited clips of ammo, though you still must reload between clips. | Earn 100 "Combat Engineer" Ribbons (Horde mode) |
| Big Explosions | Explosions have bigger blast radius. | Earn 100 "Hail Mary" Ribbons (Arcade, Beast, Horde, Versus modes) |

## HARD

These Mutators make the game a little tougher.

| MUTATOR | DESCRIPTION | How to Unlock |
|---|---|---|
| No Ammo Pickups | Gets rid of ammo boxes on map. | Unlocked at start |
| Enemy Regeneration | Enemy's health regenerates. | Silver "Afficianado" Medal (Arcade mode) |
| Vampire | Health does not regenerate, but every point of damage you inflict heals you in kind. | Earn 100 "Executioner" Ribbons (Versus mode) |
| Must Active Reload | You must achieve an Active Reload to reload your weapon. | Silver "Active Reloader" Medal |
| Friendly Fire | Gunfire hurts your own team. | Complete the campaign in 4-player co-op (Co-op Campaign) |

## FUN

These Mutators create fun effects with no effect on gameplay.

| MUTATOR | DESCRIPTION | How to Unlock |
|---|---|---|
| Big Head | Everyone's head (and other key features) are inflated to comical proportions. | Gold "Horder" Medal (Horde mode) |
| Piñata | Special tokens from every kill; collect them to earn points. | Gold "Investor" Medal (Beast mode) |
| Flower Blood | Blood looks like flowers. | Silver "King of Cog" medal (Arcade mode) |
| Headless Chicken | Enemies attack each other for several seconds after they lose their heads. | Unlocked at start |
| Laugh Track | Play as if your game was filmed before a live studio audience. | Bronze "Tour of Duty," "For the Horde," "I'm a Beast," and "Warmonger" Medals |

# WEAPON SKINS

***Weapons can be customized with different skins that are unlocked as follows.***

## FLAME WEAPONS



| WEAPON | How to Unlock |
|---|---|
| Lancer | Complete one match during the week of April 25 |
| Hammerburst | Complete one match during the week of April 18 |
| Gnasher | Complete one match during the week of May 9 |
| Sawed-Off | Complete one match during the week of May 2 |
| Retro Lancer | Complete one match during the week of Sept 20 |

## CRIMSON OMEN WEAPONS



| WEAPON | How to Unlock |
|---|---|
| Lancer | Code included with 12-Month Xbox Live Membership Card |
| Hammerburst | Unlocks if you earn *Gears 3* "Welcome to Beast" achievement |
| Retro Lancer | Unlocks if you earn *Gears 3* "Welcome to Horde" achievement |
| Gnasher | Unlocks if you earn *Gears 3* "Welcome to Versus" achievement |
| Sawed-Off | Unlocks if you earn *Gears 3* "Welcome to Arcade" achievement |

## GOLD WEAPONS



| WEAPON | How to Unlock |
|---|---|
| Lancer | Unlocks if you play *Gears of War 3* the first week the game is out |
| Hammerburst | Unlocks if you play *Gears of War 3* the first week the game is out |
| Retro Lancer | Complete 90 matches in any Beta gametype to unlock it, and score 100 kills |
| Gnasher | Unlocks if you earn the *Gears 2* "Veteran Gear" achievement |
| Sawed-Off | Unlocks if you earn the *Gears 1* "Commando" achievement |

## GOLD OMEN WEAPONS

| WEAPON | How to Unlock |
|---|---|
| Lancer | Unlocks if you earn level 100 in *Gears of War 3* |
| Hammerburst | Unlocks if you earn level 100 in *Gears of War 3* |
| Retro Lancer | Unlocks if you earn level 100 in *Gears of War 3* |
| Gnasher | Unlocks if you earn level 100 in *Gears of War 3* |
| Sawed-Off | Unlocks if you earn level 100 in *Gears of War 3* |

## CHROME WEAPONS



(TO REWARD LEGACY PLAYERS)

| WEAPON | How to Unlock |
|---|---|
| Lancer | Earn "Don't Hate the Player" achievement from the original *Gears of War* |
| Hammerburst | Earn "Dirty, Dirty Horde" achievement from *Gears of War 2* |
| Retro Lancer | Unlocks if you earn the "Domination" achievement from the original *Gears of War* |
| Gnasher | Unlocks if you earn the "Mercernary" achievement from the original *Gears of War*, the "Tourist of Duty" achievement from *Gears of War 2*, and the "Ready for More" achievement from *Gears of War 3* |
| Sawed-Off | Unlocks if you earn any *Gears of War* PC achievement |

## ONYX WEAPONS



| WEAPON | How to Unlock |
|---|---|
| Lancer | Earn the Onyx Medal for Lancer kills |
| Hammerburst | Earn the Onyx Medal for Hammerburst kills |
| Retro Lancer | Earn the Onyx Medal for Retro kills |
| Gnasher | Earn the Onyx Medal for Shotgun kills |
| Sawed-Off | Earn the Onyx Medal for Sawed-Off kills |

## TEAM INSIGNIA WEAPONS

| WEAPON | How to Unlock |
|---|---|
| Lancer | Earn the "Veteran" Silver Medal |
| Hammerburst | Earn the "Veteran" Gold Medal |
| Retro Lancer | Earn the "Veteran" Bronze Medal |
| Gnasher | Earn the "Veteran" Onyx Medal |
| Sawed-Off | Earn the "Veteran" Onyx Medal |

## XBOX LIVE MARKETPLACE

Here are the weapon sets that are available for purchase via Xbox Live Marketplace.

- Arctic Camo Weapon Set
- Blood Weapon Set
- Child's Play Weapon Set
- Deadly Cute Weapon Set
- Desert Camo Weapon Set
- Desert Digital Weapon Set
- Electric Weapon Set
- Flower Weapon Set
- Garish Weapon Set
- Haze Weapon Set
- Imulsion Weapon Set
- Jungle Digital Weapon Set
- Ocean Weapon Set
- Oil Slick Weapon Set
- Rainbow Weapon Set
- Team Distress Weapon Set
- Team Metal Weapon Set
- Team Pulse Weapon Set
- Thunderstorm Weapon Set
- Tiger Stripe Weapon Set
- Tribal Weapon Set
- Urban Digital Weapon Set

# MP EXECUTIONS

*To unlock each weapon's execution, you need to reach the following number of kills with that weapon:*

| WEAPON | Kills to Unlock Execution |
|---|---|
| Lancer | 200 |
| Hammerburst | 200 |
| Retro Lancer | 200 |
| Gnasher | 200 |
| Sawed-Off | 200 |

| WEAPON | Kills to Unlock Execution |
|---|---|
| Gorgon | 40 |
| Boltok | 40 |
| Boomshot | 40 |
| Digger | 40 |
| Hammer of Dawn | 40 |

| WEAPON | Kills to Unlock Execution |
|---|---|
| Mulcher | 40 |
| Mortar | 40 |
| OneShot | 40 |
| Scorcher | 40 |
| Torque Bow | 40 |

| WEAPON | Kills to Unlock Execution |
|---|---|
| Longshot | 40 |
| Cleaver | 40 |

# MP CHARACTERS

*Unlock the following characters for use in multiplayer.*

## LOCUST (23 CHARACTERS)

| CHARACTER | How to Unlock |
|---|---|
| Drone | Available from start |
| Grenadier Elite | Available from start |
| Savage Drone | Available from start |
| Savage Grenadier | Available from start |
| Armored Myrrah | Available from start |
| Savage Grenadier Elite | Available as preorder from WalMart |
| Savage Kantus | Available as preorder from Amazon |
| Miner | Unlocks at XP Level 3 |
| Beast Rider | Unlocks at XP Level 5 |
| Hunter | Unlocks at XP Level 8 |
| Theron Guard | Unlocks at XP Level 12 |
| Spotter | Unlocks at XP Level 20 |
| Flame Grenadier | Unlocks at XP Level 26 |
| Grenadier | Unlocks at XP Level 39 |
| Hunter Elite | Unlocks at XP Level 60 |
| Golden Miner | Unlocks with "Rifleman" Gold Medal |
| Golden Hunter | Unlocks with "Master at Arms" Gold Medal |
| Sniper | Unlocks with "Headshot" Bronze Medal |
| Kantus | Unlocks with "Medic" Gold Medal |
| Savage Theron Guard | Unlocks with Onyx "I'm a Beast" Medal |

## COG (33 CHARACTERS)

| CHARACTER | How to Unlock |
|---|---|
| Marcus Fenix | Available from start |
| Dominic Santiago | Available from start |
| Damon Baird | Available from start |
| Augustus Cole | Available from start |
| Anya Stroud | Available from start |
| Commando Dom | Available as preorder from GameStop |
| Mechanic Baird | Available as preorder from Best Buy |
| Soldier Adam | Available as preorder with Gears of War 3 Limited Collector's Edition |
| COG Gear | Unlocks at XP Level 2 |
| Samantha Byrne | Unlocks at XP Level 4 |
| Dizzy Wallin | Unlocks at XP Level 7 |
| Jace Stratton | Unlocks at XP Level 10 |
| Clayton Carmine | Unlocks at XP Level 14 |
| Classic Dom | Unlocks at XP Level 17 |
| Classic Cole | Unlocks at XP Level 23 |
| Classic Baird | Unlocks at XP Level 30 |
| Benjamin Carmine | Unlocks at XP Level 34 |
| Civilian Anya | Unlocks at XP Level 45 |
| Colonel Hoffman | Unlocks at XP Level 50 |
| Anthony Carmine | Unlocks at XP Level 75 |
| Cole Train | Unlocked with participation in Beta |
| Classic Marcus | Unlocks with "Veteran" Silver Medal |
| Superstar Cole | Unlocks with "MVP" Gold Medal |
| Golden Gear | Unlocks with "War Supporter" Bronze Medal |
| Aaron Griffin | Unlocks with "Big Money" Onyx Medal |
| Chairman Prescott | Unlocks with "Allfather" Silver Medal |
| Unarmored Marcus | Complete the campaign on any difficulty |



# AVATAR AWARDS

***Unlock the following avatar awards for your Xbox Live avatar by completing the campaign and earning the listed achievements.***

| AWARD | How to Unlock |
|---|---|
| Marcus' Doo-Rag | Complete the campaign on any difficulty |
| Locust Drone Mask | Earn the "Welcome to Beast Mode" achievement |
| Horde Shirt | Earn the "Welcome to Horde Mode" achievement |

# ACHIEVEMENTS

## CAMPAIGN

You earn the following achievements as you play through the campaign.

| NAME | Goal/Requirement | Game Mode | Point Value |
|---|---|---|---|
| Marcus, It's Your Father | Complete the Prologue (Standard or Arcade). | Campaign | 5 |
| Swimmin' in Glowie Gravy | Defeat the Lambent Leviathan to complete Act 1, Chapter 2 (Standard or Arcade). | Campaign | 10 |
| We Struck Gold, Son! | Complete Act 1, Chapter 3 (Standard or Arcade). | Campaign | 10 |
| My Turf! Cougars Territory! | Defend and escape from Cougar Stadium to complete Act 1, Chapter 5 (Standard or Arcade). | Campaign | 10 |
| Putting it Scientifically... | Drop the Tickers onto the Lambent Leviathan to complete Act 1, Chapter 6 (Standard or Arcade). | Campaign | 10 |
| Okay, Now We Find Hoffman | Discover the location of Adam Fenix in Act 2, Chapter 1 (Standard or Arcade). | Campaign | 10 |
| Oh Yeah, It's Pirate Time | Complete Act 2, Chapter 5 by defending the Gas Barge (Standard or Arcade). | Campaign | 10 |
| Thanks for Flying Gas Bag Airways | Complete Act 2 by arriving safely at Anvil Gate (Standard or Arcade). | Campaign | 10 |
| Anvil Gate's Last Resort | Defend Anvil Gate to complete Act 3, Chapter 1 (Standard or Arcade). | Campaign | 10 |
| Was it Good for You? | Defeat the Lambent Berserker in Act 3, Chapter 2 (Standard or Arcade). | Campaign | 10 |
| Lost Your Good Driver Discount | Complete drive from Anvil Gate to Mercy in Act 3, Chapter 3 (Standard or Arcade). | Campaign | 10 |
| Brothers to the End | Activate the fuel pump in Act 3, Chapter 5 (Standard or Arcade). | Campaign | 10 |
| Think You Can Handle That? | Find the fuel that will get you to Endeavor Naval Base in Act 4, Chapter 3 (Standard or Arcade). | Campaign | 10 |
| Baird's Favorite Kind of Toy | Launch the sub at the end of Act 4, Chapter 5 (Standard or Arcade). | Campaign | 10 |
| Welcome to -redacted- | Reach Azura to complete Act 4 (Standard or Arcade). | Campaign | 10 |
| Look at That, Instant Summer | Shut down the Maelstrom generators in Act 5, Chapter 2 (Standard or Arcade). | Campaign | 10 |
| Ok. Faith. Yeah. Got It. | Rescue Adam Fenix in Act 5, Chapter 5 (Standard or Arcade). | Campaign | 10 |
| You're Dead! Now Stay Dead! | Save Sera and defeat Queen Myrrah to complete Act 5 (Standard or Arcade). | Campaign | 10 |
| Respect for the Dead | Your respect for the dead earns you access to Griffin's special weapons stash. | Campaign | 5 |

## GAME COMPLETION

Complete the campaign in Normal, Hardcore, and Insane difficulties to earn the following.

| NAME | Goal/Requirement | Game Mode | Point Value |
|---|---|---|---|
| Ready for More | Complete all campaign Acts on Casual or Normal difficulty (Standard or Arcade). | Campaign | 50 |
| Ain't My First Rodeo | Complete all campaign Acts on Hardcore difficulty (Standard or Arcade). | Campaign | 50 |
| That's Just Crazy | Complete all campaign Acts on Insane difficulty (Standard or Arcade). This unlocks in-game content. | Campaign | 75 |

# COLLECTIBLES

Earn these achievements by finding the collectibles hidden around the campaign. Refer to our Collectibles section in the Appendix for location information.

| NAME | Goal/Requirement | Game Mode | Point Value |
|---|---|---|---|
| Collector | Recover 5 campaign collectibles (any difficulty; Standard or Arcade). | Campaign | 5 |
| Pack Rat | Recover 20 campaign collectibles (any difficulty; Standard or Arcade). | Campaign | 10 |
| Hoarder | Recover all 42 campaign collectibles (any difficulty; Standard or Arcade). | Campaign | 15 |
| Remember the Fallen | Recover all 15 COG Tags during the campaign (any difficulty; Standard or Arcade). | Campaign | 15 |

# CO-OP CAMPAIGN

Earn these two achievements by completing the co-op campaign.

| NAME | Goal/Requirement | Game Mode | Point Value |
|---|---|---|---|
| My Fellow Gears | Complete all campaign Acts in co-op (any difficulty; Standard or Arcade). | Co-Op Campaign | 50 |
| We Few, We Happy Few... | Complete all campaign Acts in 4-player co-op (any difficulty; Standard or Arcade). This unlocks an Avatar Award. | Co-Op Campaign | 50 |

# LEVEL UP

Raise your profile to the following levels to get these achievements.

| NAME | Goal/Requirement | Game Mode | Point Value |
|---|---|---|---|
| Level 5 | Reach level 5. | Any | 5 |
| Level 10 | Reach level 10. | Any | 10 |
| Level 15 | Reach level 15. | Any | 15 |
| Level 25 | Reach level 25. | Any | 25 |
| Level 50 | Reach level 50. | Any | 50 |

# SKILL-BASED

Earning the following achievements takes a lot of skill and time.

| NAME | Goal/Requirement | Game Mode | Point Value |
|---|---|---|---|
| Judge, Jury and Executioner | Get a kill with every possible Execution finishing move (any mode). | Versus, Campaign, or Horde | 10 |
| Wreaking Locust Vengeance | Get a kill with every Locust monster in Beast mode (any difficulty). | Beast | 10 |
| Enriched and Fortified | Complete all 50 waves of Horde mode on a single map (any difficulty). | Horde | 10 |
| It's All About the Loot! | Earn the Bronze "Loot Courtesan" Medal by completing challenges in Horde mode. | Horde | 25 |
| All for One, One for All | Earn the Bronze "Force Multiplier" Medal. Do this by completing Arcade chapters with the max multiplier. | Arcade | 10 |
| First Among Equals | Earn the Silver "Number 1" Medal by getting top scorer in Arcade mode. | Arcade | 25 |
| Award-Winning Tactics | Earn one Onyx Medal. | Any | 25 |
| Seriously 3.0 | Reach level 100 and earn every Onyx Medal. This unlocks in-game content. | Any | 100 |

# ACCESSIBILITY

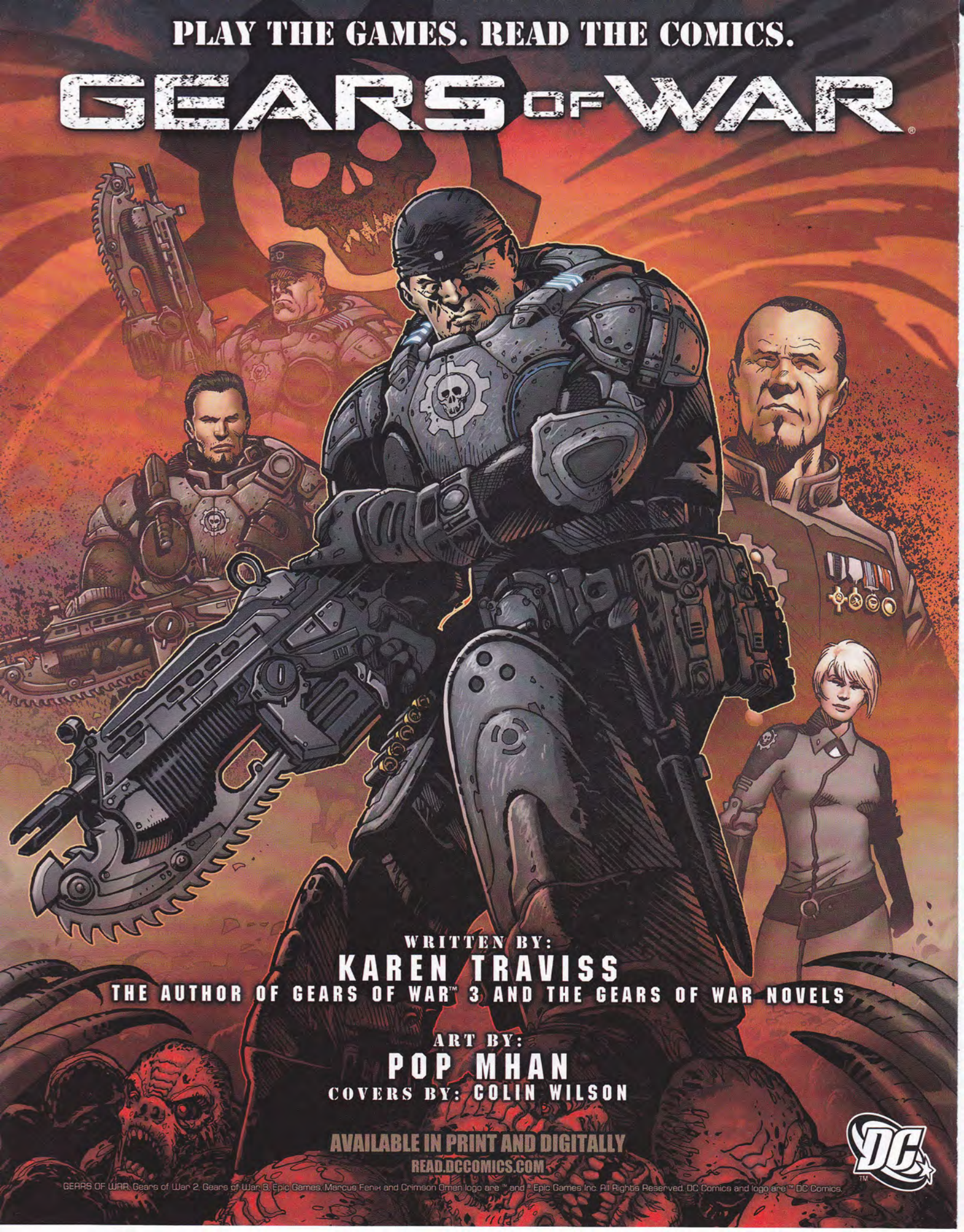
A little time in each of the multiplayer modes earns you these achievements.

| NAME | Goal/Requirement | Game Mode | Point Value |
|---|---|---|---|
| Welcome to Versus | Kill 10 enemies in Team Death Match (Standard or Casual). | Versus | 10 |
| The Versus Sampler Platter | Complete one match of all six Versus game modes (Standard or Casual). | Versus | 10 |
| Welcome to Horde Mode | Survive the first 10 waves of Horde mode (any difficulty, any map). | Horde | 10 |
| Welcome to Beast Mode | Survive all 12 waves of Beast mode (any difficulty, any map). | Beast | 10 |
| Welcome to Arcade Mode | Complete 5 Arcade campaign chapters in co-op (any difficulty). | Arcade | 10 |

# MULTIPLAYER

A few extended multiplayer sessions get you the following. Keep an eye out for the special events.

| NAME | Goal/Requirement | Game Mode | Point Value |
|---|---|---|---|
| Welcome to the Big Leagues | Demonstrate your skill in Casual Versus multiplayer. | Versus | 0 |
| Wait, What Time is it? | Earn the maximum Consecutive Match Bonus in Versus multiplayer (Standard or Casual). | Versus | 10 |
| Lambency | Execute an Epic employee or someone who already has Lambency in Versus multiplayer. | Versus | 50 |
| Socialite | Earn the Onyx "War Supporter" Medal. Earn this by playing in 30 online special events. | Any | 70 |


PLAY THE GAMES. READ THE COMICS.
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WRITTEN BY:
KAREN TRAVISS
THE AUTHOR OF GEARS OF WAR™ 3 AND THE GEARS OF WAR NOVELS
ART BY:
POP MHAN
COVERS BY: COLIN WILSON
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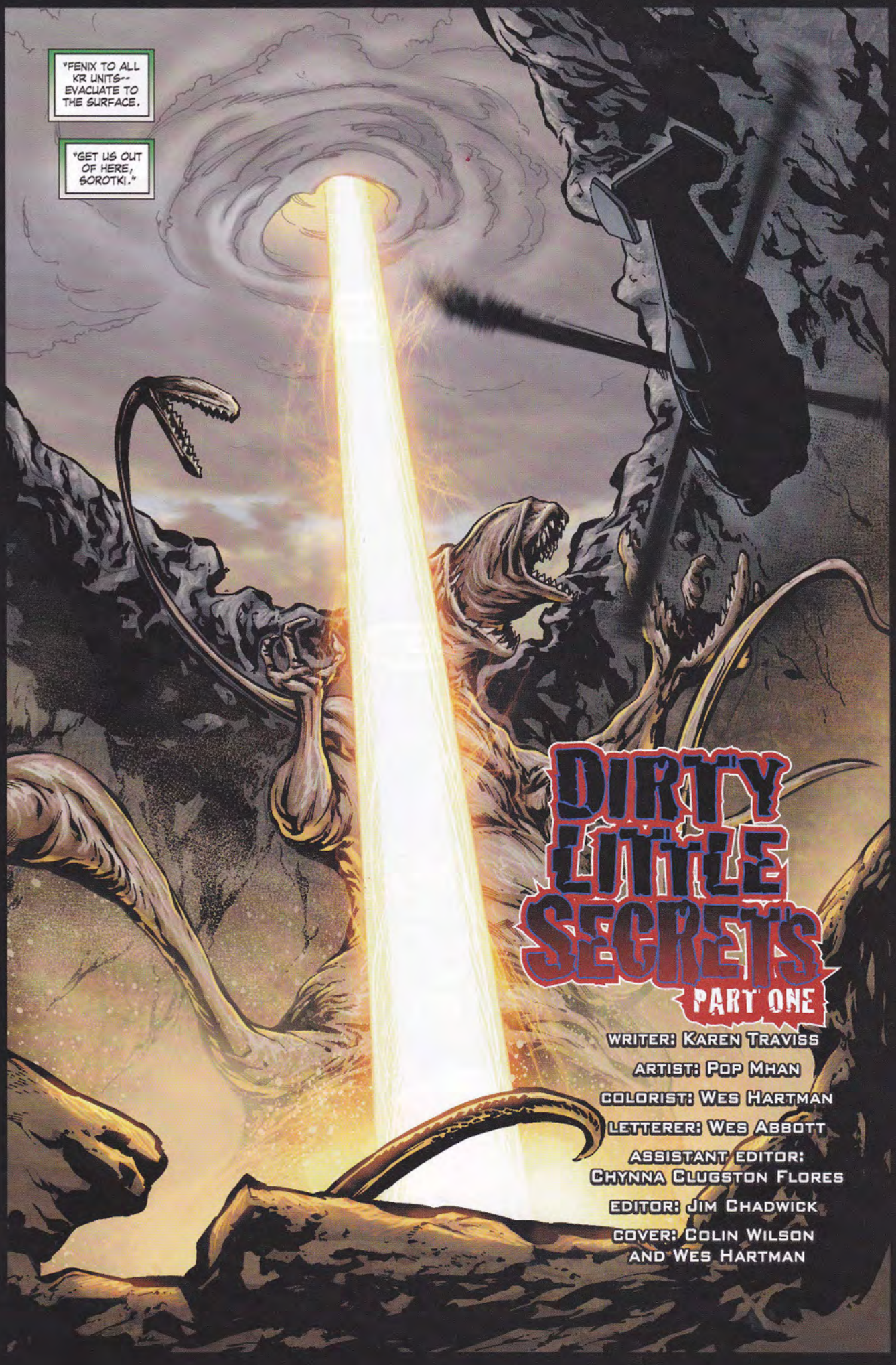
*Suggested for Mature Readers.*




GEARS OF WAR ISSUE # 19 – SPECIAL SNEAK PREVIEW


OFFICE OF THE CHAIRMAN, THE HONORABLE RICHARD PRESCOTT.
ADAM FENIX. BRILLIANT. OUR BEST SCIENTIST. ALWAYS FULL OF IDEAS. A PITY HE DIDN'T ALWAYS SHARE THEM WITH ME. IF ONLY HE HAD...
...IT MIGHT NOT HAVE COME TO THIS.
HAVE WE EVACUATED EVERYONE NOW, COLONEL HOFFMAN?
THE GRUBS ARE HERE. WE'RE OUT OF TIME.
GIVES ME A REAL SENSE OF DEJA VU, CHAIRMAN.
IT WASN'T THE FIRST MASS EVACUATION BEFORE WE LAUNCHED A HAMMER OF DAWN STRIKE. HISTORY REPEATS ITSELF--- WHETHER WE LEARN FROM IT OR NOT.


OPS ROOM.
SO--ONCE AGAIN--WE UNLEASHED THE HAMMER OF DAWN WITHIN OUR OWN BORDERS.
HOW ARE WE DOING, ANYA?
WAIT ONE. I'M GETTING A MANUAL LOCK.
LIEUTENANT STROUD, WHAT'S THE TARGET?
"A LAMBENT BRUMAK, SIR..."
GOT IT!
"FIRING... NOW!"

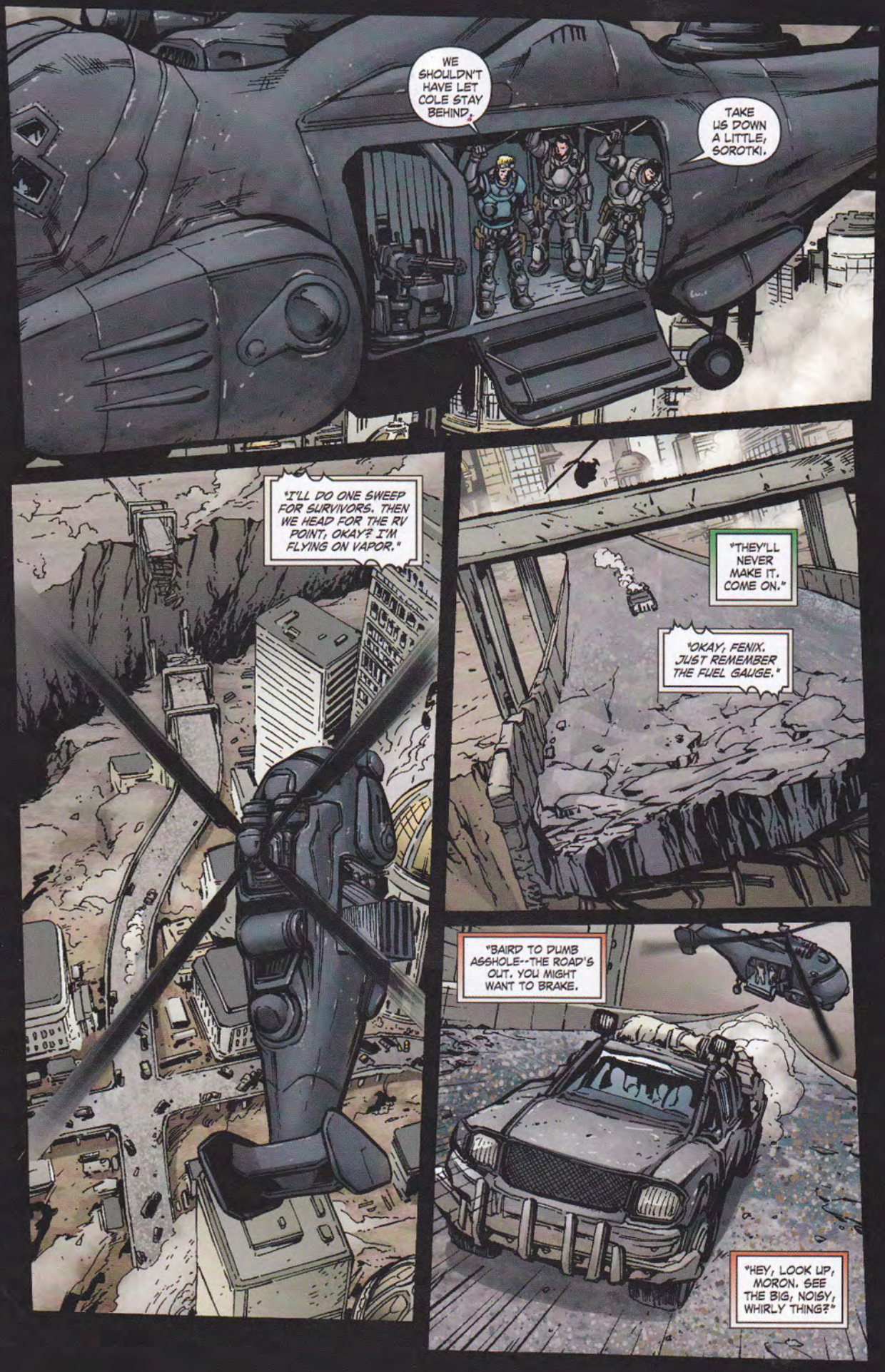

"FENIX TO ALL KR UNITS-- EVACUATE TO THE SURFACE.
"GET US OUT OF HERE, SOROTKI."
DIRTY LITTLE SECRETS
PART ONE
WRITER: KAREN TRAVISS
ARTIST: POP MHAN
COLORIST: WES HARTMAN
LETTERER: WES ABBOTT
ASSISTANT EDITOR: CHYNNA CLUGSTON FLORES
EDITOR: JIM CHADWICK
COVER: COLIN WILSON AND WES HARTMAN

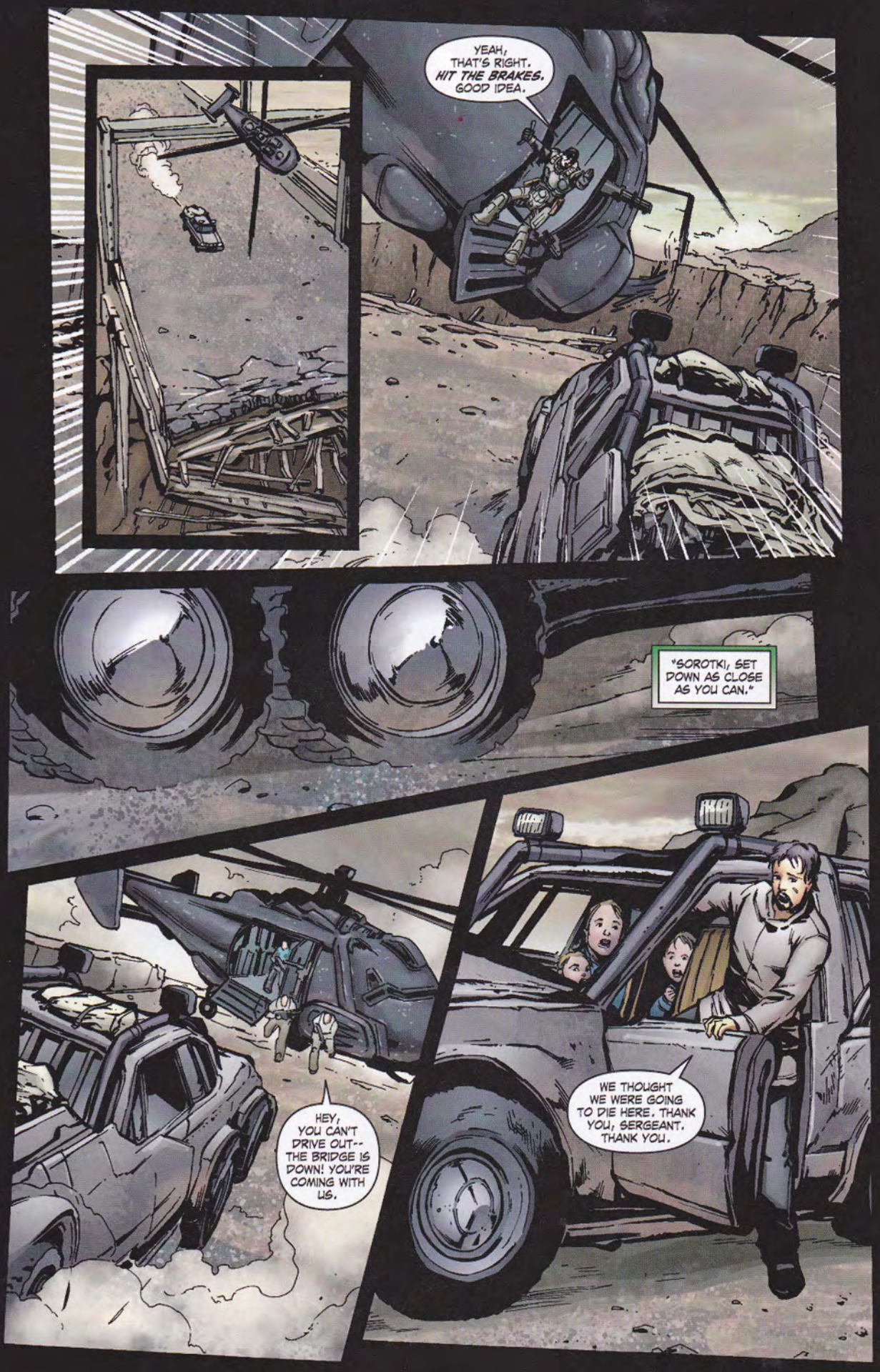

KR-TWO-THREE-NINE TO CONTROL... TWO-THREE-NINE, ANY CALL SIGN RECEIVING?
TERRIFIC. WE'VE LOST COMMS. HOPE EVERYONE HEARD YOUR WARNING, FENIX...
LET'S CONCENTRATE ON THE CASUALTIES, BAIRD.
YEAH... ANYONE HEARD FROM COLE?
WOW. LAMBENT MAKE *REALLY* GOOD ORDNANCE.
SO... GREAT IDEA OF YOUR DAD'S TO FLOOD THE TUNNELS, MARCUS. BUT HOW COME THE GRUBS HAD HIS RESEARCH? AND WHAT THE QUEEN SAID ABOUT HIM--
IF WE MAKE IT TOPSIDE, HOLD TIGHT-- IT'S GETTING HAIRY UP AHEAD.
SOROTKI, WE BETTER SCOUT AROUND FOR SURVIVORS BEFORE WE PULL OUT.
BREAK OUT THE BROWN UNDERWEAR, GENTLEMEN.

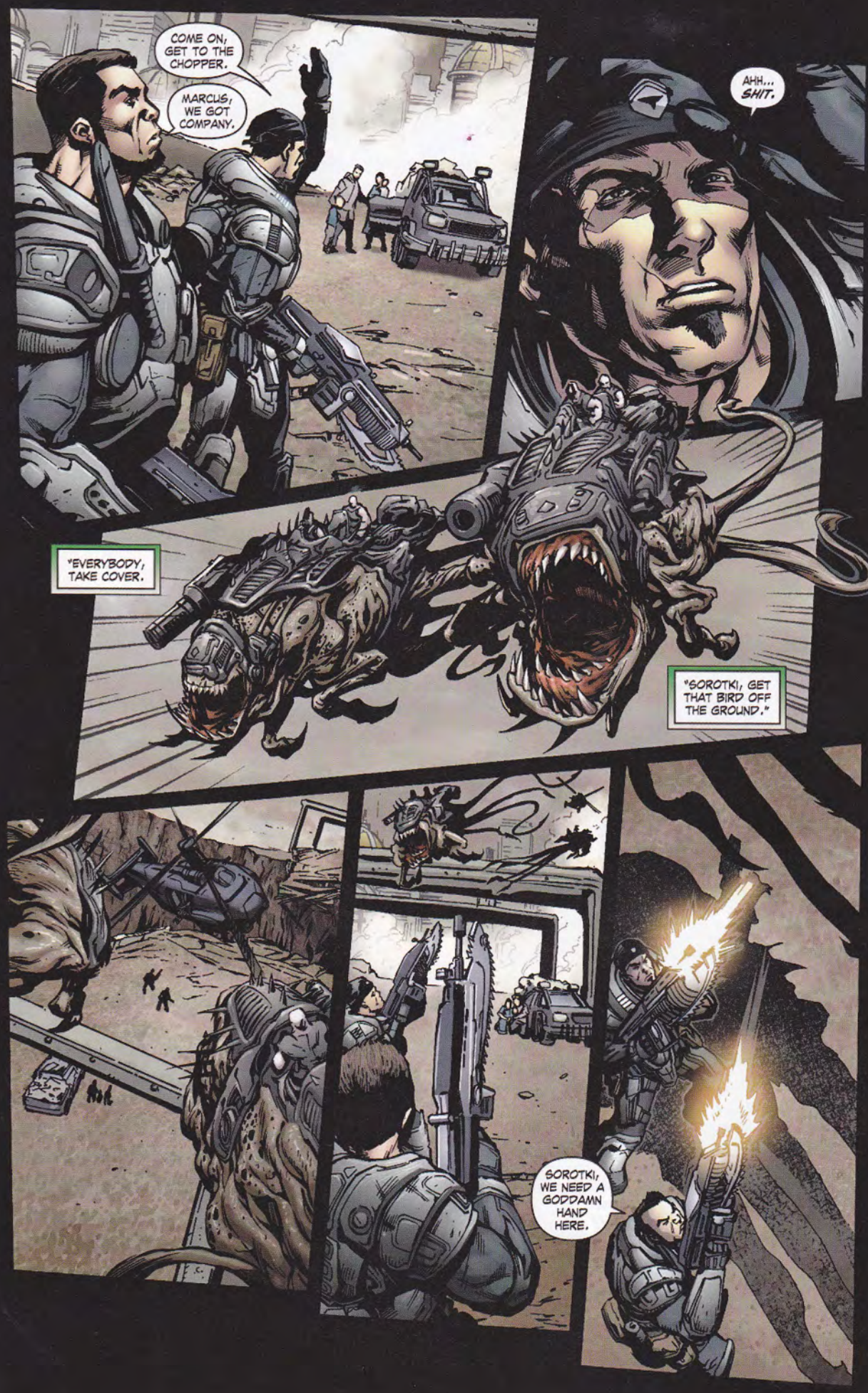

"BAIRD TO COLE... COLE, C'MON, RESPOND!
"YEAH. HE'LL BE AT THE RV POINT. JUST THE RADIO NET GOING TITS-UP AGAIN. HAS TO BE."
YOU KNOW COLE, NINE LIVES.
LIKE ANYA.
YEAH. LIKE ANYA.
GOD... LOOK.

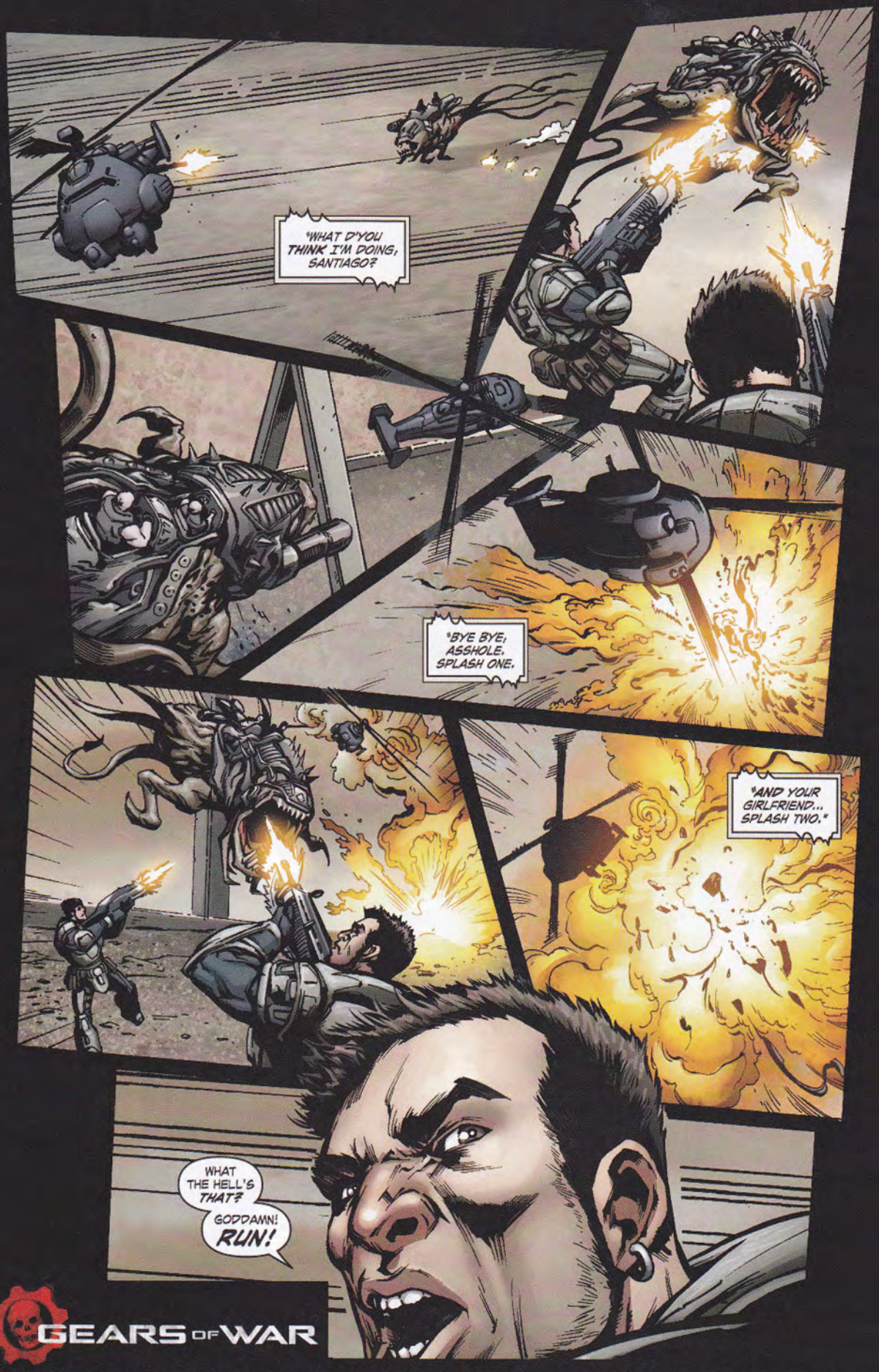

COG HQ.
THIS IS CONTROL, CONTROL TO KR-FOUR-SEVEN-ONE...
THE COMMS NET IS STILL DOWN, SIR. SOVEREIGN'S BACKUP TRANSMITTER SHOULD KICK IN SOONER OR LATER.
DON'T WORRY. THE PILOT'S GOT INSTRUCTIONS TO WAIT.
IT'S GOING TO TAKE A DAY FOR ALL THE REFUGEE TRUCKS TO REACH PORT FARRALL SO WE'LL ESTABLISH A--
GODDAMN... WE'LL HAVE TO TAKE A DETOUR.
STICK CLOSE TO ME, ANYA. GOT YOUR SIDEARM?
NEVER WITHOUT IT, SIR.
DO YOU HEAR THAT NOISE?
THAT *RUMBLING.*


GET CLEAR! RUN!
UNHH!
FIRST FIRE...NOW FLOOD.
THIS HAS TO BE THE LAST TIME WE DESTROY OUR OWN.
OH GOD, HOW MANY PEOPLE HAVE WE LOST?
WE SAVED THE MAJORITY, LIEUTENANT. THAT'S MORE THAN WE DID LAST TIME.


WE SHOULDN'T HAVE LET COLE STAY BEHIND.
TAKE US DOWN A LITTLE, SOROTKI.
"I'LL DO ONE SWEEP FOR SURVIVORS. THEN WE HEAD FOR THE RV POINT, OKAY? I'M FLYING ON VAPOR."
"THEY'LL NEVER MAKE IT. COME ON."
"OKAY, FENIX. JUST REMEMBER THE FUEL GAUGE."
"BAIRD TO DUMB ASSHOLE--THE ROAD'S OUT. YOU MIGHT WANT TO BRAKE.
"HEY, LOOK UP, MORON. SEE THE BIG, NOISY, WHIRLY THING?"


YEAH, THAT'S RIGHT. HIT THE BRAKES. GOOD IDEA.
"SOROTKI, SET DOWN AS CLOSE AS YOU CAN."
HEY, YOU CAN'T DRIVE OUT-- THE BRIDGE IS DOWN! YOU'RE COMING WITH US.
WE THOUGHT WE WERE GOING TO DIE HERE. THANK YOU, SERGEANT. THANK YOU.


COME ON, GET TO THE CHOPPER.
MARCUS, WE GOT COMPANY.
AHH... SHIT.
"EVERYBODY, TAKE COVER.
"SOROTKI, GET THAT BIRD OFF THE GROUND."
SOROTKI, WE NEED A GODDAMN HAND HERE.



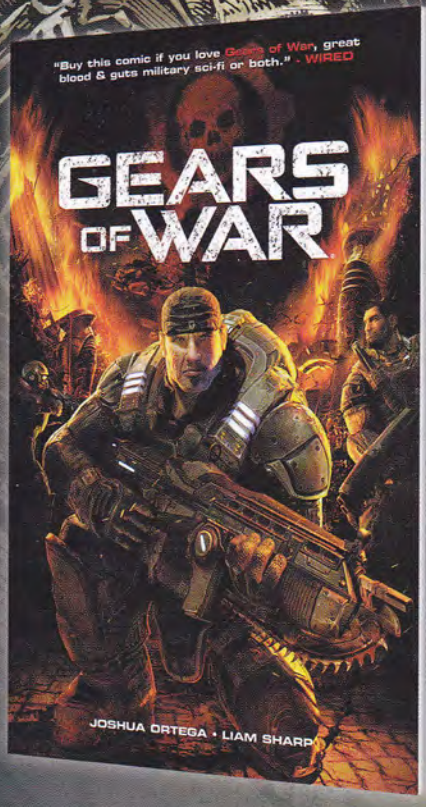

GEARS OF WAR

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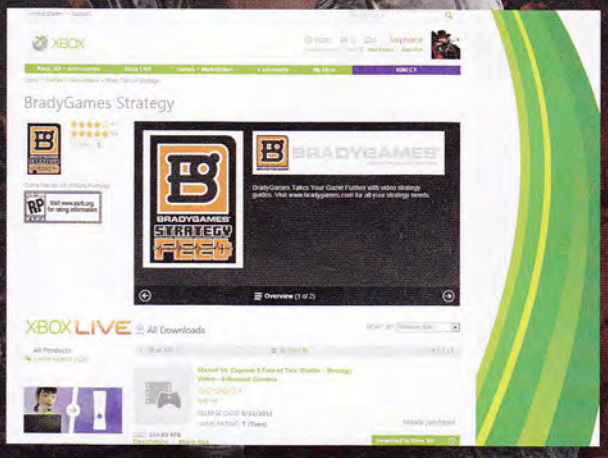
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# GEARS OF WAR 3
## OFFICIAL STRATEGY VIDEOS

The perfect complement to the Gears of War 3 Official Strategy Guide

# FIND ALL THE COG TAGS & COLLECTIBLES!

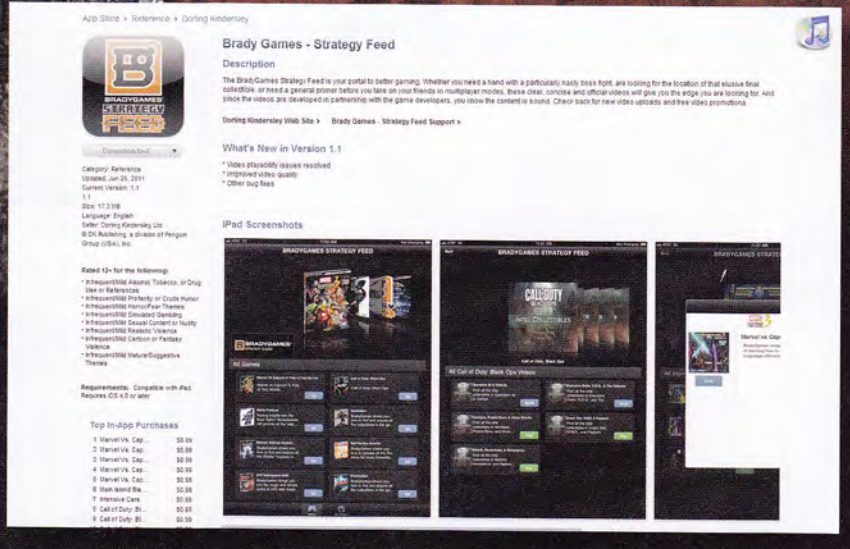



Be sure to check out our strategy video offering for Gears of War 3! We created five comprehensive strategy videos that reveal the locations of EVERY COG TAG AND COLLECTIBLE in the game. Each video details all the collectibles hidden within each Act of the game. Quick video snippets and sound bites make finding each item a breeze!

If you're the type of gamer who absolutely must find every collectible in a game, then these videos are for you!

**Available on Xbox Live Marketplace & the BradyGames Strategy Feed**

- **5 Videos—One for Each Campaign Act**
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## OFFICIAL STRATEGY GUIDE

Written by Doug Walsh, Phillip Marcus, and Michael Owen
Maps illustrated by Rich Hunsinger

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**Dominic Acquarulo**
**Prince Arrington**
**Andrew Bains**
**Adam Bellefeuil**
**Cliff Bleszinski**
**Kendall Boyd**
**Thomas Browett**
**Jim Brown**
**Ryan Brucks**
**Alex Conner**
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**Chris Mielke**
**Dave Nash**
**Matt Oelfke**
**Chris Perna**
**Lee Perry**
**Sidney Rauchberger**
**David Spalinski**
**Ken Spencer**
**Jonathan Taylor**
**Craig Ushry**
**Chris Wells**

**Doug Walsh:** It's tempting to be saddened by the conclusion of this beloved trilogy, but with each finale comes an opportunity for a new beginning—and I can't wait to see what Epic comes up with next! It's been five years since I made my initial trip to Epic's studios to write the strategy guide for the first *Gears of War*, and I've looked forward to every visit since. Though the facilities expanded and the scale of the games continued to grow, one thing never changed: the extreme level of support and hospitality that awaited me. I want to express my sincere gratitude to everyone at Epic for making me feel like a part of the team. I'd like to specifically thank Chris Mielke for ensuring we had everything we needed to make the best guide we could. Huge thanks to Dave Nash, Adam Bellefeuil, Lee Perry, Stu Fitzsimmons, Ken Spencer, Andrew Bains, Warren Marshall, and Sidney Rauchberger for taking time to discuss each of their fantastic level designs. Ashley Ludlum, Craig Ushry, and Zachary Edgerton kept the new builds coming and were always on hand to answer any questions that came up—you guys rock!

Writing the strategy guides for this series has become a tremendous source of pride and enjoyment for me over the years. I want to offer my heartfelt appreciation to BradyGames' Leigh Davis, Mike Degler, and Tim Fitzpatrick for, well, everything. Keep on taking it further!

**Phillip Marcus:** End of the road for the *Gears*! It has been a genuine pleasure working with Epic on the *Gears of War* series. I've been a fan of their games since long before I started writing strategy guides—and before Epic made *Gears*! I hope this book helps you enjoy the grand finale even more. It would take up the whole page to list everyone at Epic who helped create this book with their assistance, advice, commentary, conversation, suggestions, questions, and more, but I have to make at least a passing effort!

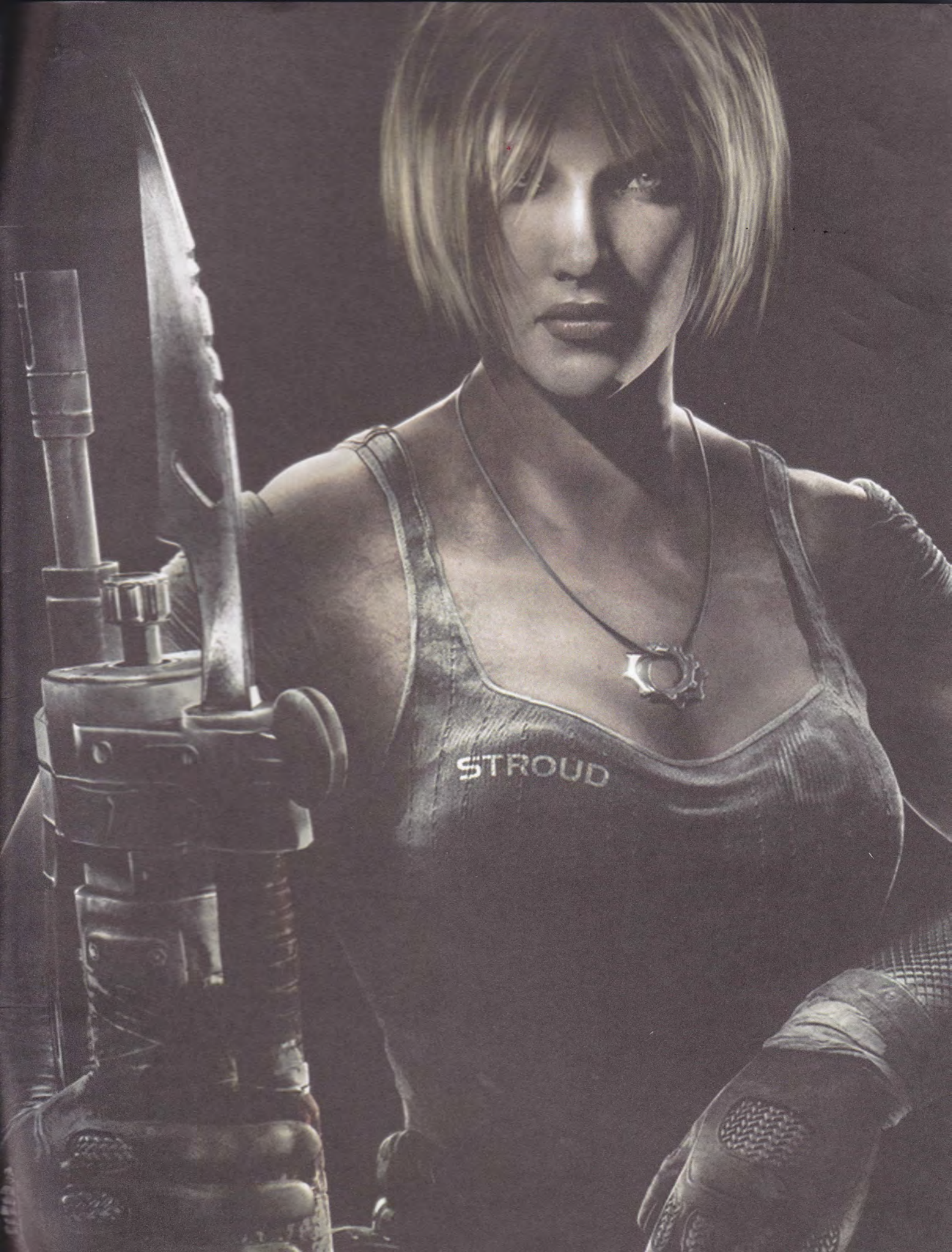
The team at Epic is made up of great gamers and great people; it was a pleasure to work, talk, and play with them. First, to Chris Mielke and Rod Fergusson for making us welcome at Epic's headquarters, thank you! To the designers and programmers who answered my fiddly queries on all aspects of the game: Jim Brown, Quinn DelHoyo, Thomas Browett, and Matt Oelfke. The Test team, who kept us in the action for the duration of our stay: Scott Bigwood, Craig Ushry, Christine Neville, Brandon Sieprawski, Zachary Edgerton, and Ashley Ludlum. And finally the QA team, who labor at bug stomping for the good of all *Gears* fans: Jonathan Taylor, Rex Stover, Leslie Nivison, Alex Conner, Dom Acquarulo, Christopher Devens, Tristan Allen, Wes Swain, DJ White, and Rich Wilt. Oh, and to all you *Gears of War* beta testers, a special thanks. Your enthusiasm and raw passion for the multiplayer was an inspiration. You don't know just how much Epic really does listen.

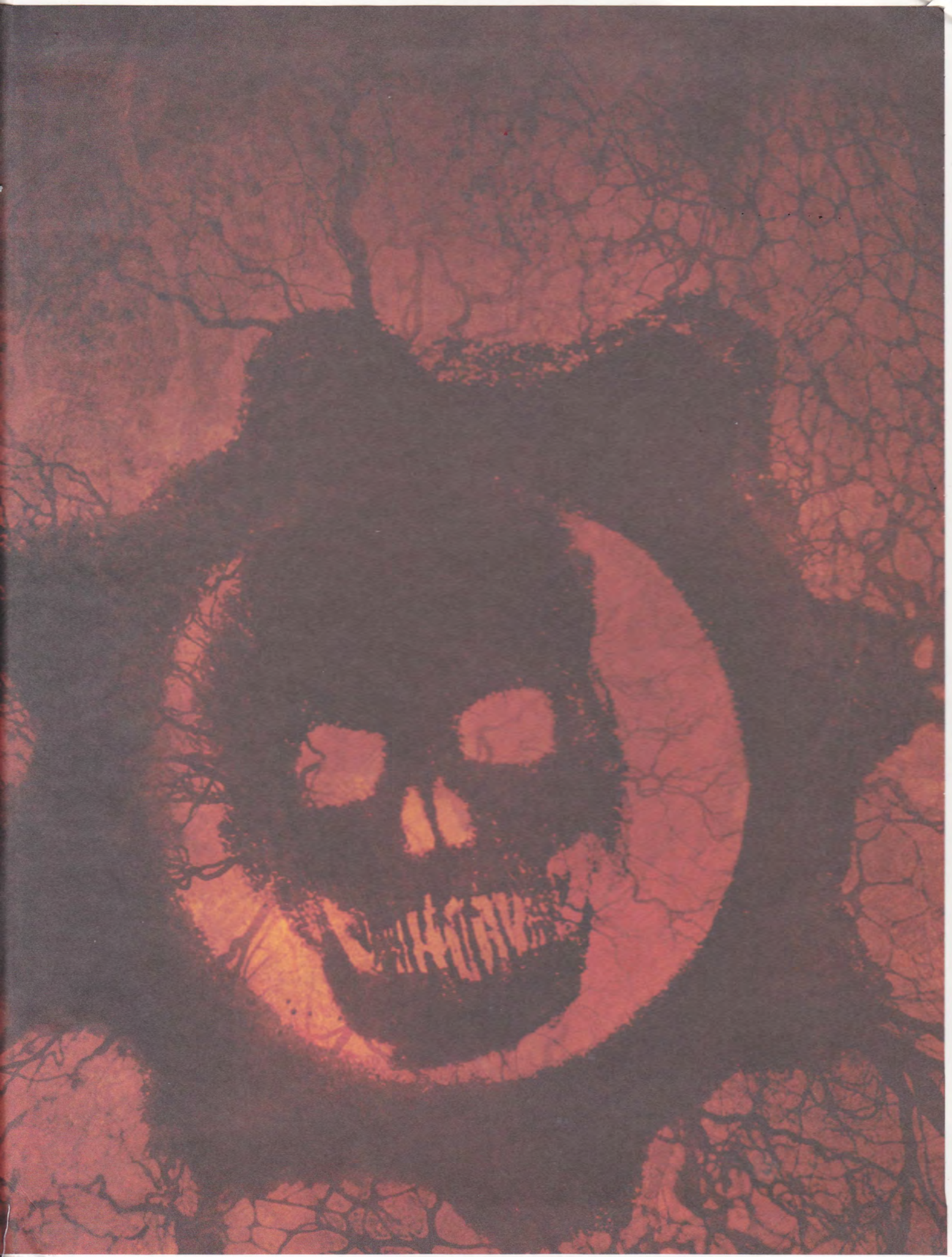
In the words of Marcus Fenix: "Niiiiice."

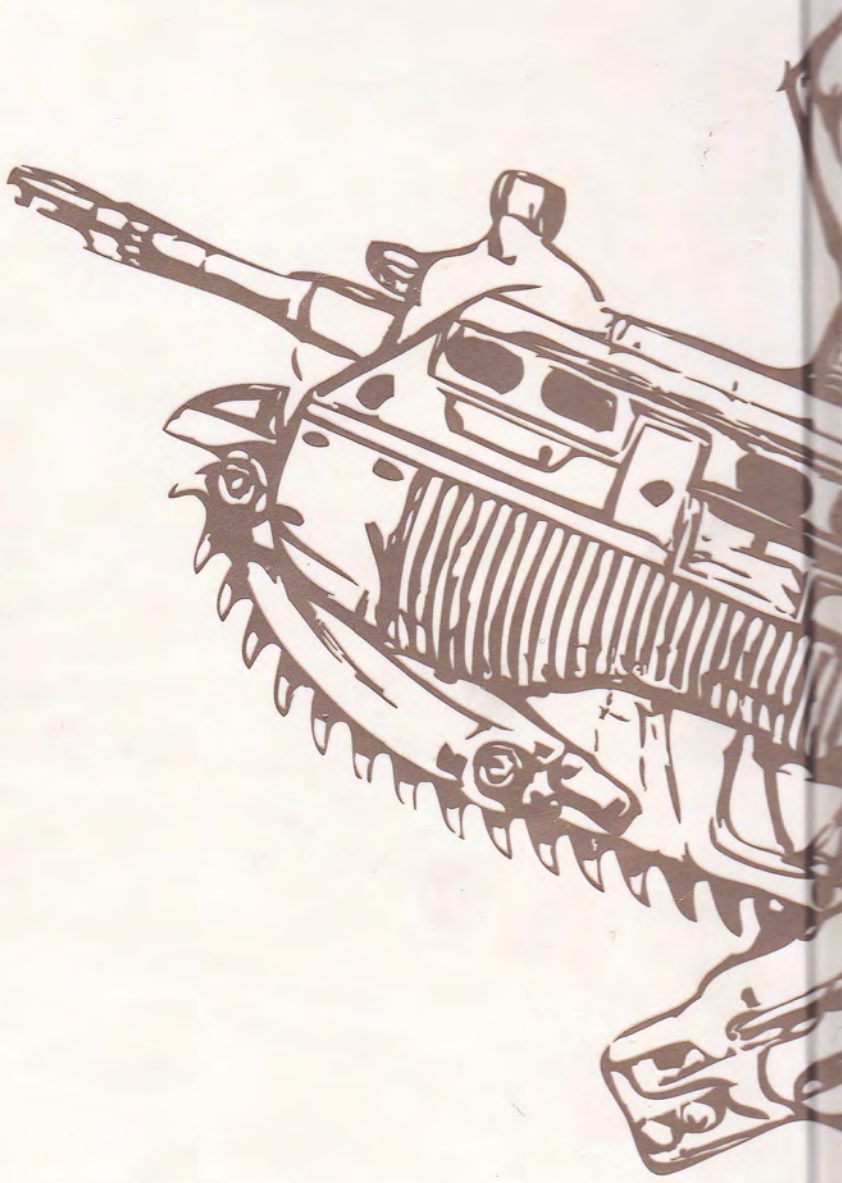
**Rich Hunsinger:** I want to thank Leigh Davis and Tim Fitzpatrick for their hard work and the opportunity to work on this project. Thanks to Chris Mielke, Cliff Bleszinski, Dom, Ash, Craig, Tal, and the entire Epic staff for their hospitality and tireless support during our stay at their studios—you guys rock!

As always, I take pride in creating the most accurate, detailed, readable maps for every title I am fortunate enough to work on, and I hope they help you get more out of your game.

Thanks to the BradyGAMES authoring team for their help, and special thanks to my beautiful, patient wife for putting up with my "guide beard" during this project. Thanks, baby girl!


STROUD





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